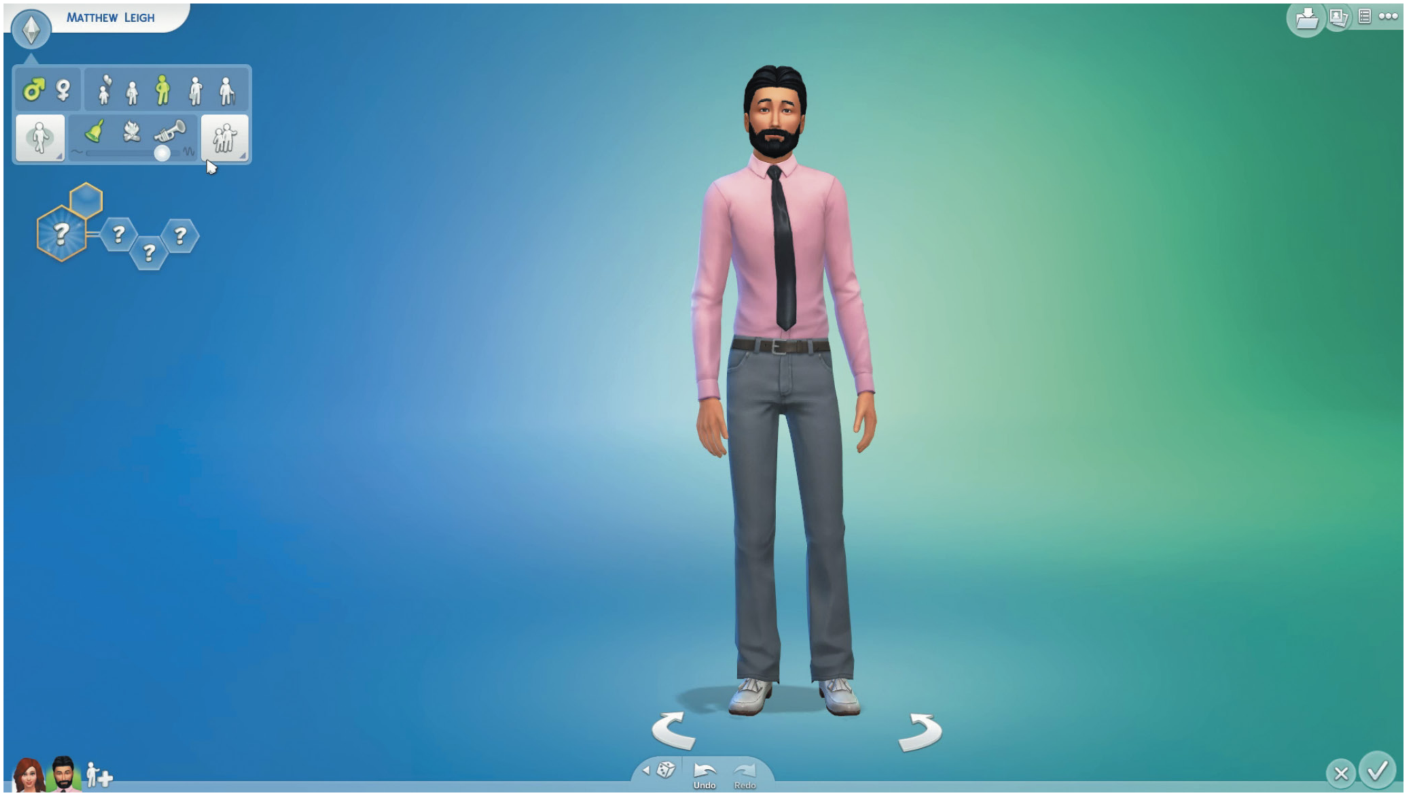
Whats New?

Introduction

What’s new? This question is quite ambiguous. If you have never played any of the *The Sims* games, it’s all new to you. Even if you have played before, the answer to this question depends on which expansions you have played. However, there are some fantastic new features unique to *The Sims 4*—and that is what this chapter is written about.

Whats New?

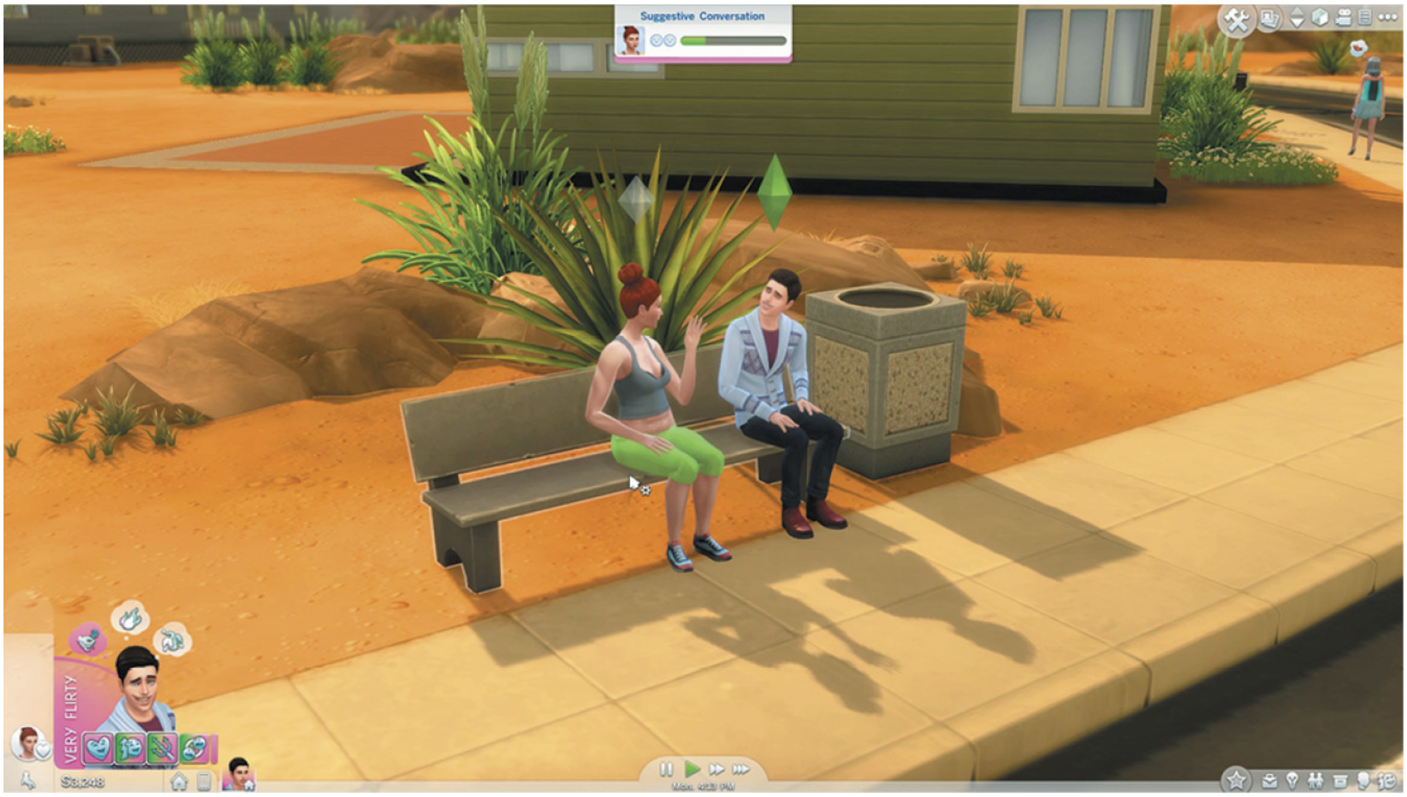
Create a Sim



The way you make a new Sim has been improved. When adjusting the shape and structure of your Sims' bodies, you can now click and drag the cursor to make changes as subtle or drastic as you like. In addition, you can choose from a large number of pre-made features. You don't even have to decide for yourself. Instead, you can use the randomizer to give you a whole new random Sim, or randomize one feature or another. Once you get the body right, you can then pick out your Sim's outfits. To make this even quicker, or to give you some ideas, there are styled looks. For each gender and type of outfit, you can pick from several pre-configured outfits—each with a few variations. This lets you quickly make and dress your Sims. To learn more about the new Create a Sim, just continue to Making a New You.

Whats New?

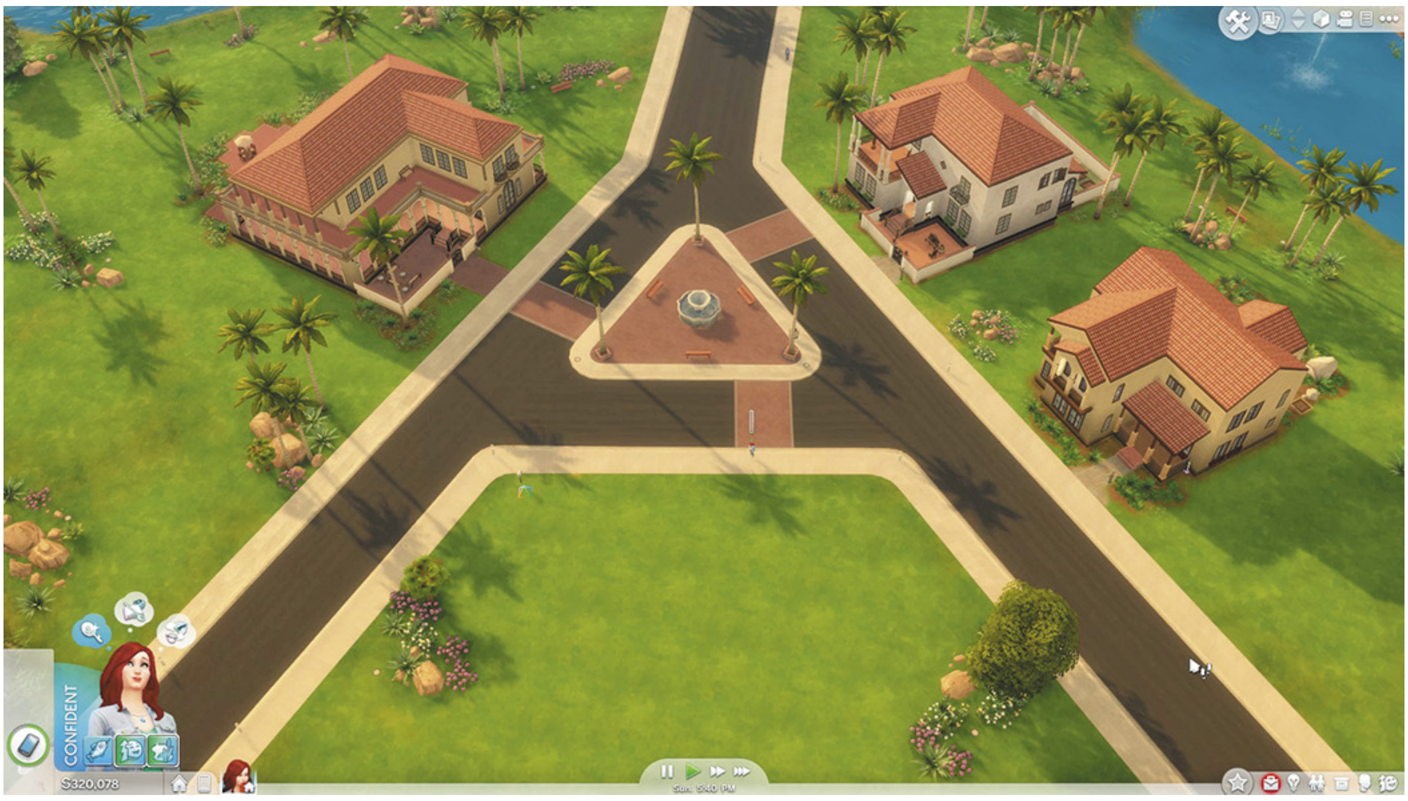
Emotions



One of the main new features in *The Sims 4* is emotions. While you have always wanted to try to make your Sims happy, emotions are very far reaching and really embedded into the game play in *The Sims 4*. There are still moodlets—small modifiers that your Sims accumulate as they go through life. These are based on the environment, what the Sim is doing, how other Sims are acting, and the results of conversations and interactions. Each of these moodlets is now tied to one of 15 emotions. When added together, these moodlets create a Sim's emotional state. Now why is this so important? A Sim's emotion can affect several things. Some skills or careers benefit if the Sim is in a specific emotion. Sims develop skills faster, produce higher quality products, or make more progress at work toward a promotion depending on their emotions. On the other hand, some emotions have a negative effect on these things. Therefore, it is important to always consider not only your Sims' current emotions, but how you can get them into desired emotions to help them have a better life. For more information on emotions, see Feelings, Lots of Feelings.

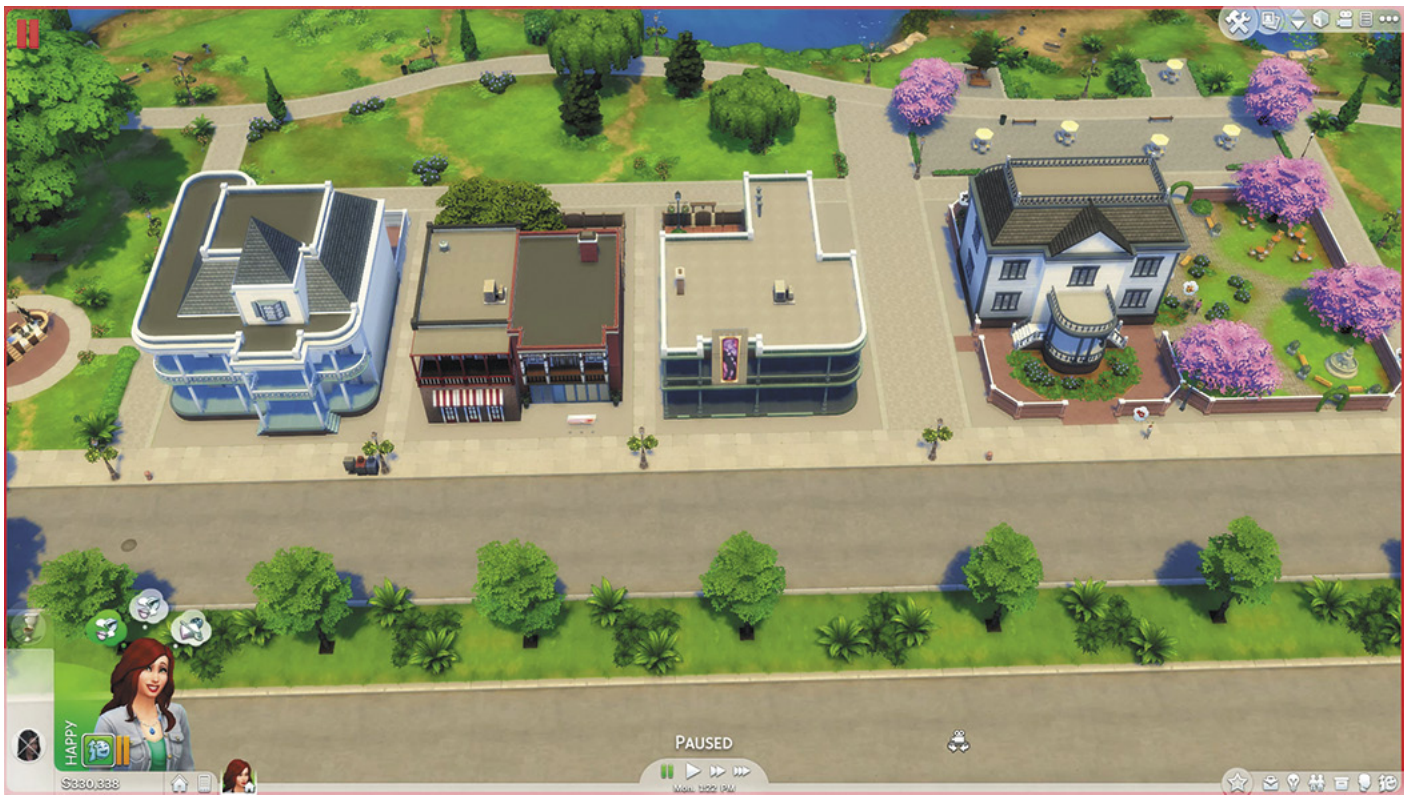
Whats New?

Neighborhoods



As you start playing, you will see that there are two worlds—Willow Creek and Oasis Springs. Each of these worlds is divided into neighborhoods: a park neighborhood, a commercial district neighborhood, and four residential neighborhoods. During game play, your Sims are in one of these neighborhoods. Then you can travel between neighborhoods whenever you want. *The Sims 4* really focuses on the individual neighborhoods. Your Sims will spend a lot of time in the neighborhood where they live. There are several homes and lots of things to do. All of the neighborhoods have places to explore and look for collectibles. Almost all neighborhoods, with the exception of two in the desert themed Oasis Springs, have several fishing spots. With so much to do in the neighborhoods, Sims almost don't have to leave them. Some neighborhoods even have small parks or community gardens where kids can play and Sims can develop hobby skills.

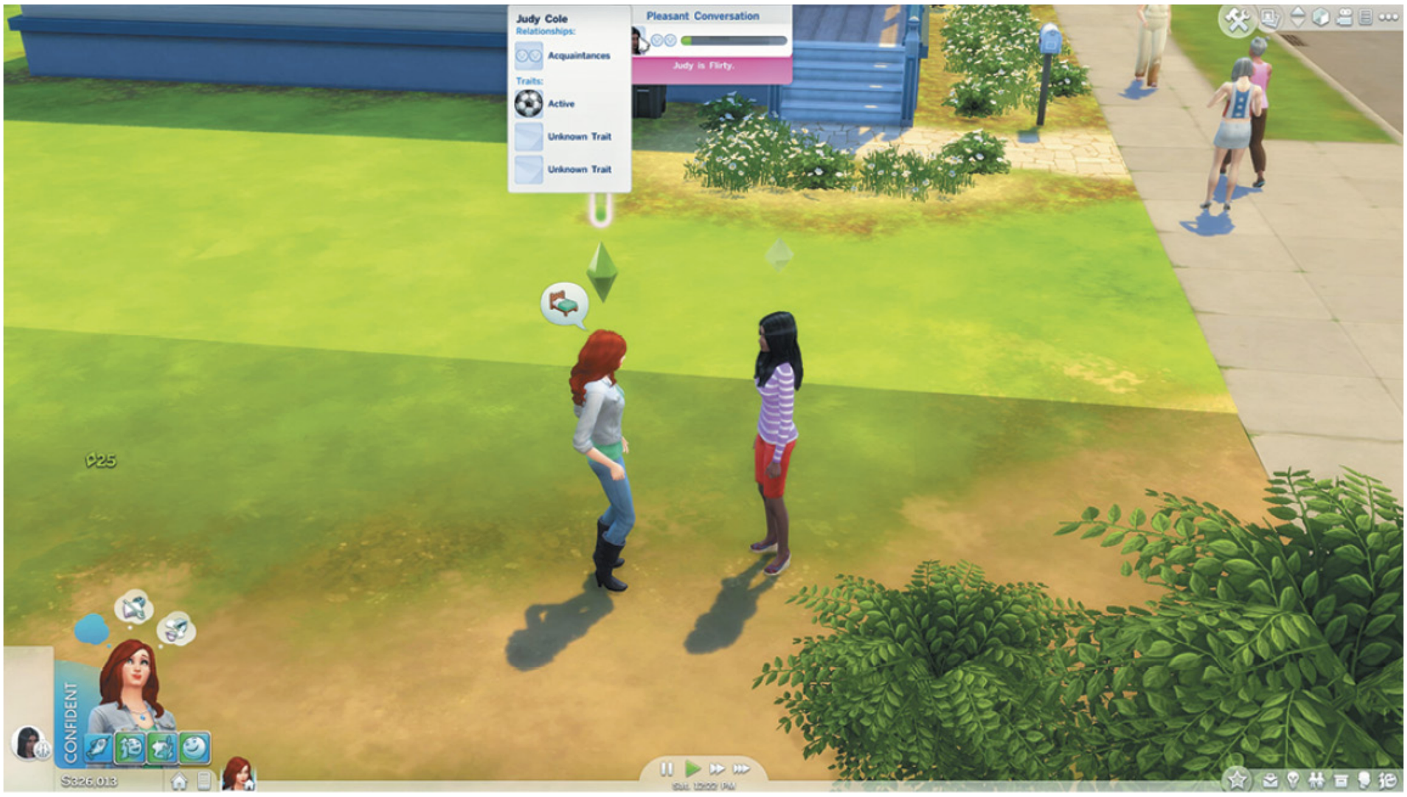
The parks and commercial districts are also neighborhoods. Parks have lots of amenities to help Sims relax, socialize, and even find collectibles or work on some types of skills. Each commercial district has four different venues such as a museum, a gym, a nightclub, a library, and more. However, these commercial districts are not only for venues. They too have small parks or other activities for Sims.



No matter whether you are staying in your home neighborhood, hitting the commercial district, going to the park, or visiting a friend's neighborhood, you can spend a lot of time doing things in a single neighborhood. In fact, getting to know your neighborhood is one of the focuses of *The Sims 4*. To get the scoop on each of the neighborhoods, check out the Tour of the Worlds.

Whats New?

Whats Your Story?



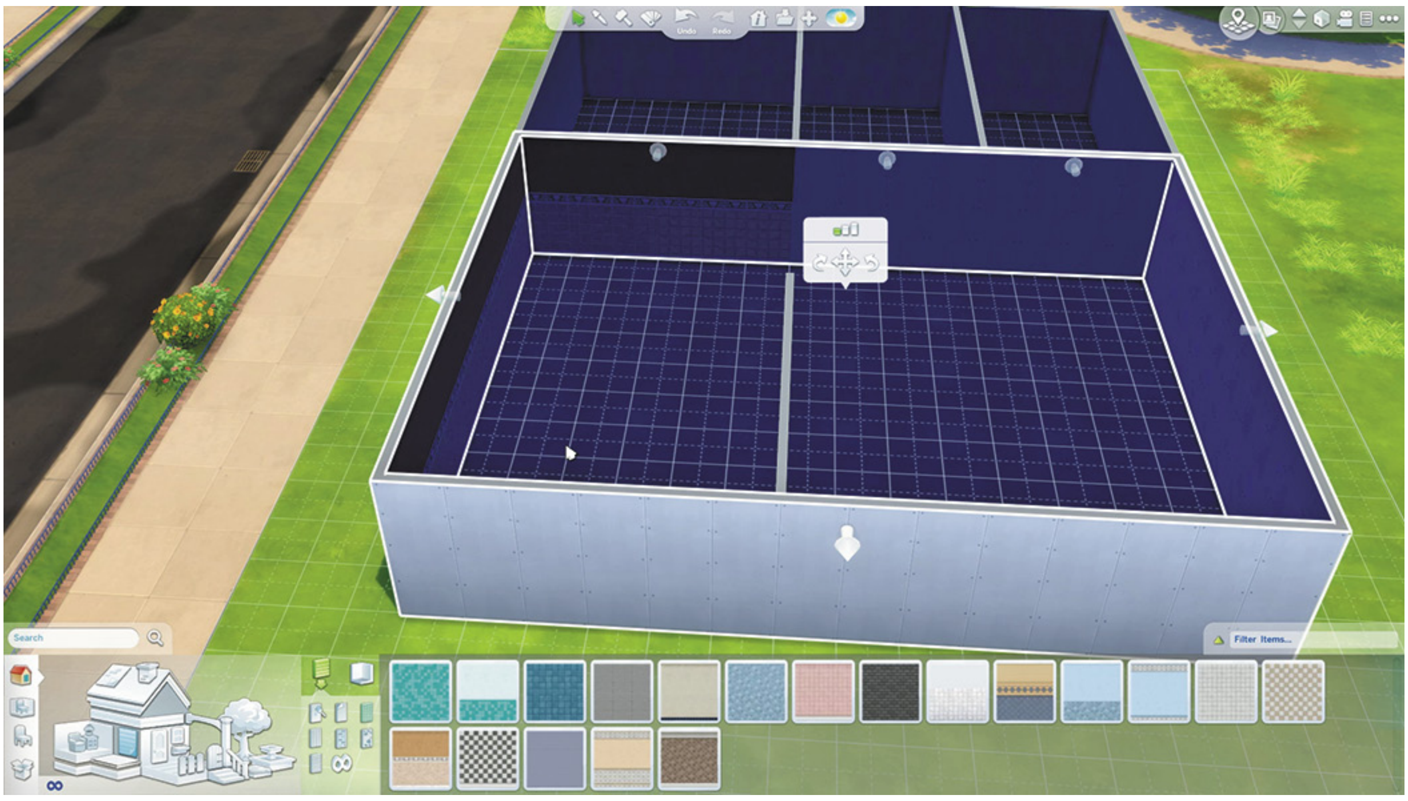
In your neighborhood, you see other Sims walking around. Some are jogging, some are strutting, and some are walking with their shoulders hunched over. Just by watching them, you can get an idea of what emotional state they might be in. Why not find out something more about them? What is their story?

Along with emotions, *The Sims 4* also focuses on creating a story for your own Sims as well as finding out what is going on in the lives of other Sims. Send your Sims over to talk to other Sims. After an introduction, find out more about them. If they are Sad or Angry, try to improve their emotional state while building a friendship at the same time.

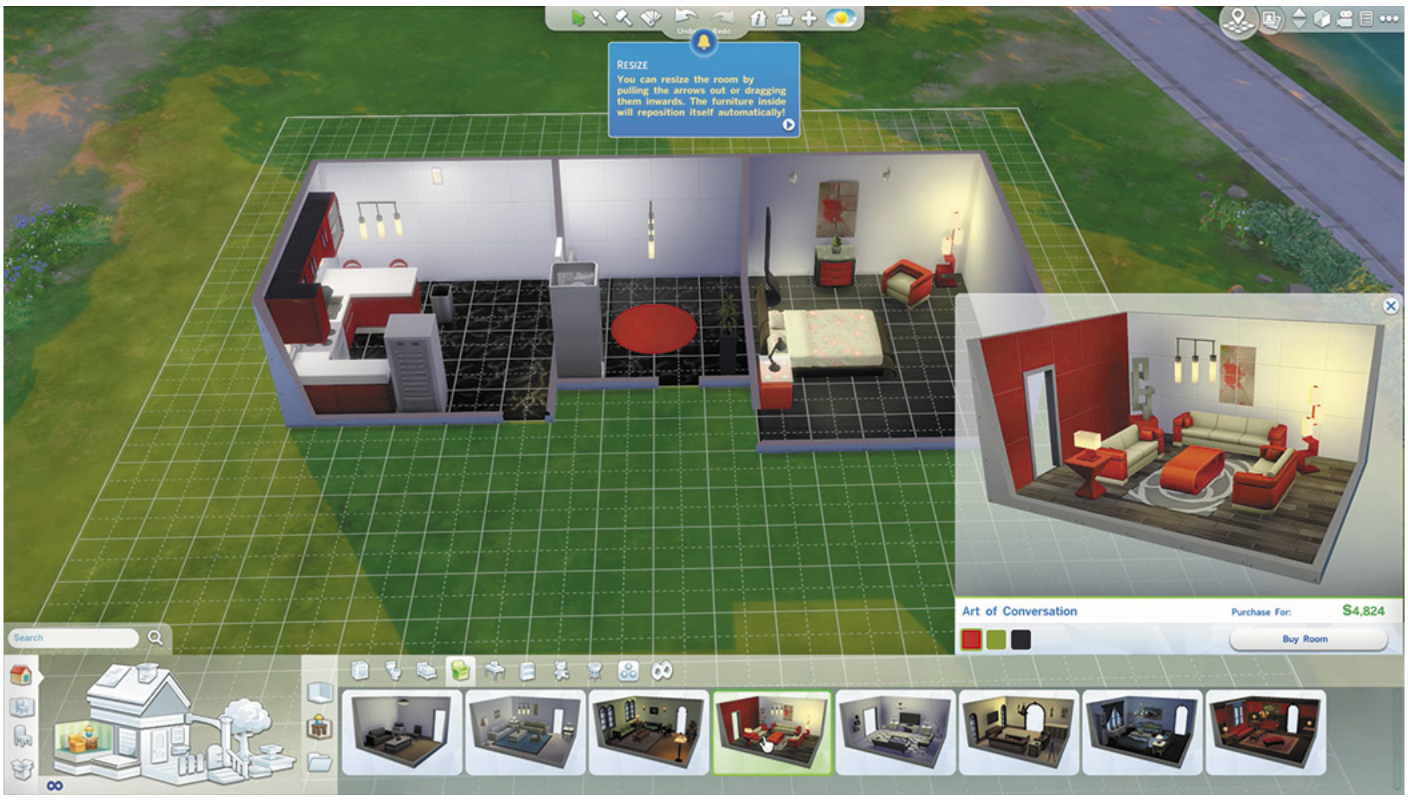
Your Sims also have a story—one for you to help create. From the moment your Sims move into their new neighborhood until the Grim Reaper pays a visit, your Sims are living out a story. As the author, you can decided how the story flows. What are the challenges, what are the highlights, where will they end up? As mentioned earlier, the focus on neighborhoods helps you to develop a more intimate story. Meet your neighbors and get to know them. By learning their traits, you can understand better why they do the things they do. It is very easy to spend almost an entire day just walking around and talking to other Sims. Try to create friendships—or even romantic relationships. Each household is a book of empty pages waiting to be filled with a story of your creation.

Whats New?

Building and Designing



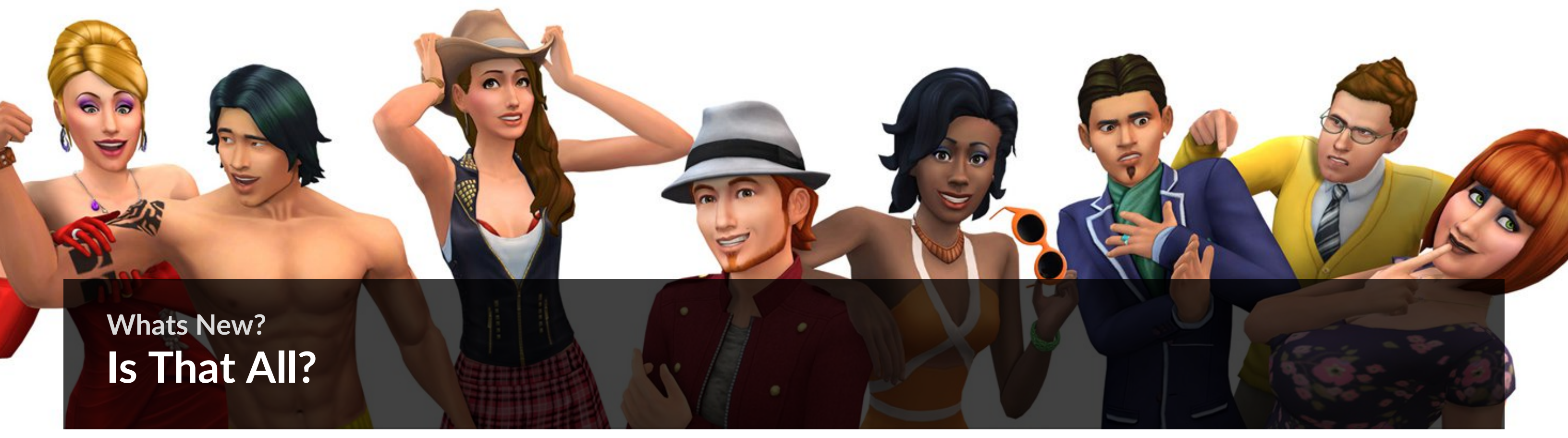
Building homes and other types of structures on lots has always been an important aspect of *The Sims*. However, it could be technical and sometimes difficult to get things just how you wanted. *The Sims 4* has a new and improved Build Mode. You can now not only make rooms quickly, but resize the dimensions quickly even after your home is built. There is no longer a need to build foundations. When you build a room, the foundation is included. This makes resizing room easier because the foundation changes size along with the room. Did you finish a great home only to discover you don't have room on the lot for something else? Now you can pick up and move your entire building as one piece and position it anywhere on the lot. This is a huge boon for all builders.



RESIZE

You can resize the room by pulling the arrows out or dragging them inwards. The furniture inside will reposition itself automatically!

There is also a very quick way to build and furnish a home—styled rooms. Every type of room (kitchen, bedroom, living room, etc) has several pre-made styled rooms from which you can choose. The rooms come complete with floor and wall textures, furniture, appliances, and even decorations. You can even select from three different color schemes for each room. If you are in a hurry, just pick the rooms you want, put them down on the lot, connect them, and add any additional walls. After adding a roof, the house is done—in just a matter of minutes. Some of the really cool styled rooms are unlocked when you reach level 10 of a career and each career branch has its own special styled rooms. Go to Architecture and Design to see all about building and designing homes and lots.



Whats New?

Is That All?

Not by a long shot. There are new skills to learn, new careers to join, and new types of objects to collect. Here is just a taste of what you can expect.

- Explore two new worlds each with different themes, different architecture, and new Sims to meet.
- Build your very own rocketship in your backyard. Learn the Rocket Science skill and then explore space where you can find out-of-this-world collectibles.
- Stay at home and watch the stars in your very own backyard observatory.
- Write to pen pals and ask them to send you postcards. Can you collect a postcard from every city?
- Does your female Sim feel sick in the morning? Maybe she needs to take a pregnancy test.
- Babies are easier to care for than ever. Keep them happy and fed because they grow up so quickly!
- Each Sim has an Aspiration. Assist them to fulfill it so they can gain a new trait as a reward.
- Help Sims complete their whims to earn Satisfaction Points, then spend all those Satisfaction Points you have been earning at the Rewards Store where you can buy potions with short-term effects or traits that last a lifetime.
- Does your Sim have a need that needs to be taken care of? Just click on the need and your Sims will go take care of it themselves.
- No need to pick up the paper off your lawn or worry about them littering your lot. Use your cell phone or computer to find a job.
- You no longer have to worry about the Repo Man coming into your house. However, if you don't pay your bills, the power gets shut off. Your Sims won't be using their computers or watching television until they pay their bills.
- When it is time for work, your Sims get ready and go. They don't have to catch the carpool an hour before their shift. Go right when work starts and not a minute earlier. Now you have more time for doing your own thing.
- Learn skills by just doing the actions. You no longer need to pay to take classes.
- Sims already come with recipes and learn more by developing the Cooking and the new Gourmet Cooking skills. You don't have to go to the store and spend money on recipes. You don't need to run to the store for ingredients either. Your refrigerator contains everything you need. However, if you garden, you can add some fresh ingredient to your meals and make them even better.
- All that extra produce you grow in your garden can easily be sold right from your inventory. No need to go into town to sell it.
- Once your Sims get to level 10 in a skill, they can mentor other Sims in that skill and help them develop it faster.
- Explore the neighborhoods to find hidden entrances to secret areas including Sylvan Glade and the Forgotten Grotto.
- While you can be a criminal for a career, the streets of Willow Creek and Oasis Springs are safe. You don't need to worry about burglars stealing the stuff you worked so hard to afford.

Plus there are plenty of new items to purchase and use on your lots. So what are you waiting for? Dig in and learn more about *The Sims 4*.

Cell Phones

One of the new features was also included in a few later expansions of *The Sims 3*, and that's cell phones. Some players get worried when they move their newly created Sims into a furnished home and can't find the land line. No problem. Every Sim comes complete with his or her very own cell phone. Obviously you can use these to make calls to other Sims, but there are several other features as well, such as:

- Chat
- Hire a service
- Text
- Find a job
- Browse web
- Travel
- Plan a social event
- Invite Sims to hangout
- Play a game
- Ask a Sim on a date
- Move your household

These cell phones are like computers that fit in your pocket. So if you are having trouble finding a way to do something, check your cell phone. As you progress in some of the skills, your cell phone gets new interactions. For example, if you are working on the Mischief skill, you can make prank calls or even play hooky by calling your boss and saying you're sick. Plus these phones come with unlimited calling, texting, and data.

Make a New You

Introduction

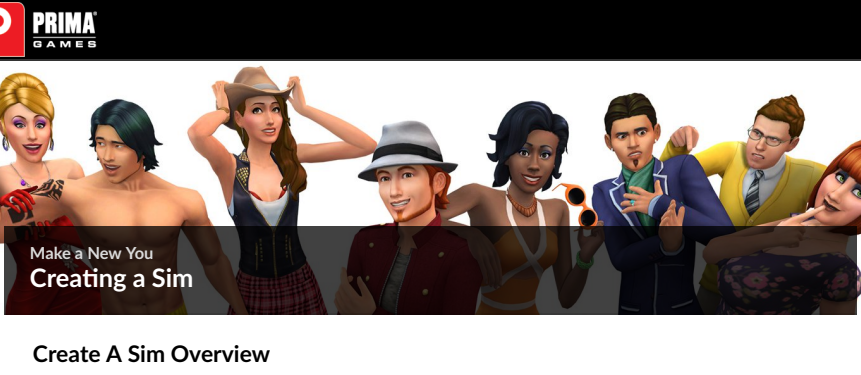
What is one of the main appeals of *The Sims 4* and the entire *The Sims* series? You get to play as somebody else. You get to be somebody else. You can do things you would never do in real life. Say things to other people that you could never say. Flirt with the wrong type of person. Get into a relationship and then break up just for the fun of it. Play video games all night long or work out until you pull a muscle. Go out in public in an outfit that would horrify your mother. Try different careers such as being a Criminal or an Astronaut. Learn skills in a matter of minutes that would take you months. The options are endless. *The Sims 4* allows you to explore life and see what might have been—or what still could be. You will be surprised at how some of the little things you do in a Sim life will be quite rewarding—just like how some of the seemingly inconsequential actions you do in life can have much larger benefits.

One of the first things you do when beginning a new life is to create a Sim. You can make the Sim just like you or the complete opposite of you. You can customize many different features. Not only can you choose your looks, but also your wardrobe and even your traits and Aspirations. Make the Sim just how you want it. But that is not the end of the creation process. You can add more Sims to your household or even create several more households.

The Sims 4 has a very powerful tool for creating your Sim. Create a Sim, or CAS for short, is how you make the new you. Its new features allow even more customization than was available in *The Sims 3*or other previous games in the series. Because this is where you start in the game, this is where you start to learn who your Sim is.

Note

While you may want to start off by creating a Sim that is just like you, part of the fun of *The Sims 4* is creating lots of different Sims with all types of looks and personalities. I like to make several new Sims at one time. I then save them so I can later modify them or use them to populate my neighborhoods and communities. Then depending on my mood, I can pick which Sim I think would be most fun. There are times when you just want to be a jerk—don't deny it. In those times, I have a special Sim I bring out and try to make everyone else as miserable as I am. It is amazing how that can brighten a day. Is that so wrong?

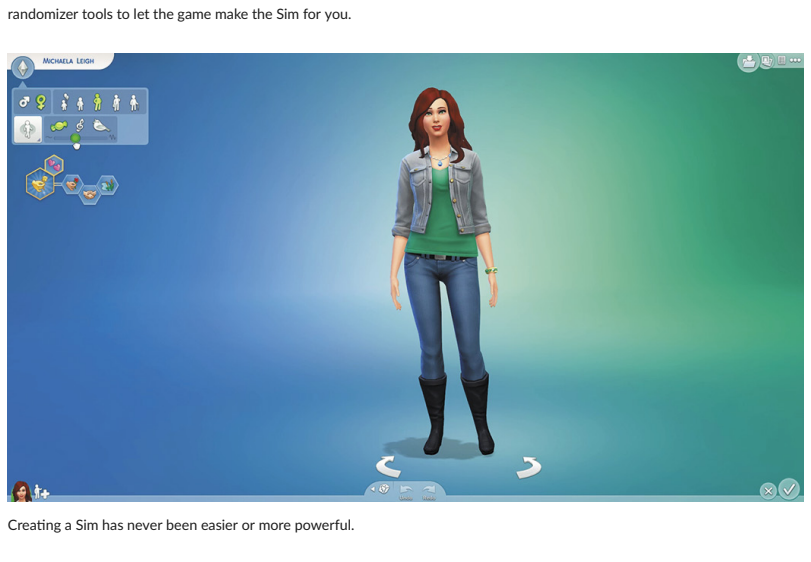


Create A Sim Overview

Video is restricted

Creating A Sim

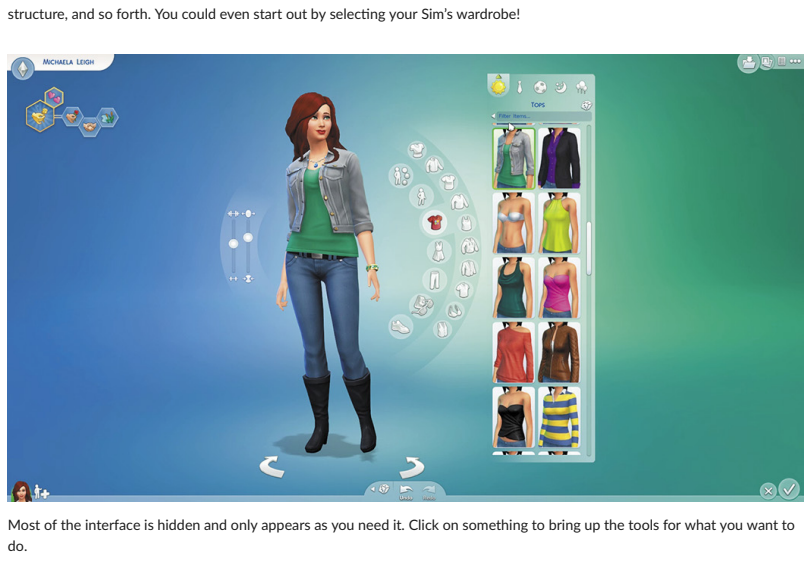
Creating your first Sim can seem a bit daunting to some. Not to worry. *The Sims 4* can provide as much or as little assistance as you want. While you can start with a blank canvas and create your Sim from the ground up, you can also use the powerful randomizer tools to let the game make the Sim for you.



Creating a Sim has never been easier or more powerful.

When you first begin a game, *The Sims 4* provides a Sim for you. However, this is just a starting place. Choose where you want to begin, and when you're ready there are endless options for working on your Sim's characteristics. You could start with the Personality panel to select gender, age, and a few other options. You can also select Aspirations and traits here, or come back later to choose these or make changes. This is also where you name your Sim.

If you'd rather start out with your Sim's physical features, you can determine what their body looks like—their build, skin tone, structure, and so forth. You could even start out by selecting your Sim's wardrobe!



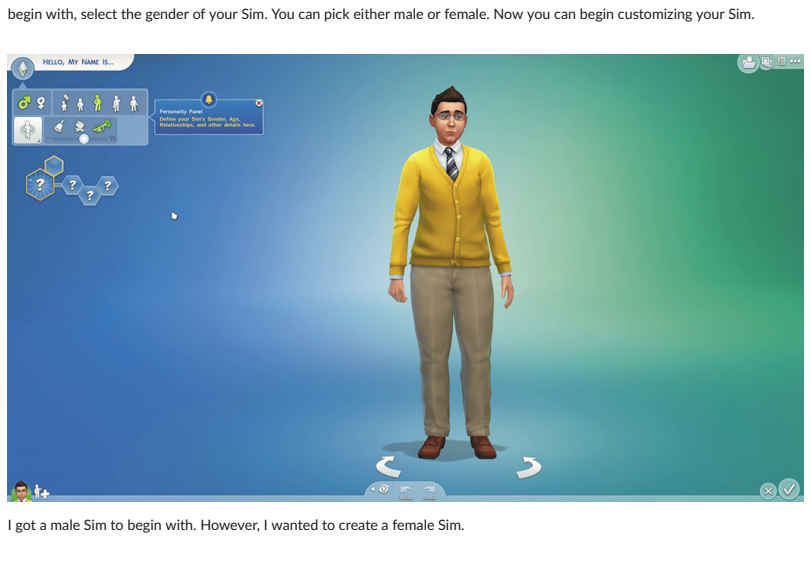
Most of the interface is hidden and only appears as you need it. Click on something to bring up the tools for what you want to do.

Note

If you have played *The Sims 3* or other games in the series, you'll find the new Create a Sim in *The Sims 4* quite different. There are no buttons along the side of the screen to guide you step by step. Instead, creating a Sim is a much more free-flowing process than the previous linear method. As you change the personality, you may want to change a look or vice versa. Just click on what you want to change and make the modification. You no longer have to follow certain steps; you just tinker until you've created exactly the Sim you want.

The Personality Panel

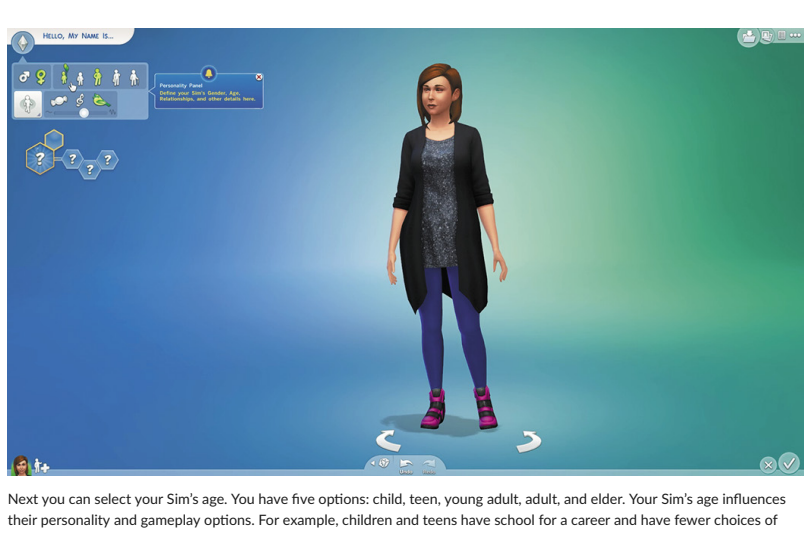
You may want to complete the basics here before moving on, because the basics really determine personality and looks. To begin with, select the gender of your Sim. You can pick either male or female. Now you can begin customizing your Sim.



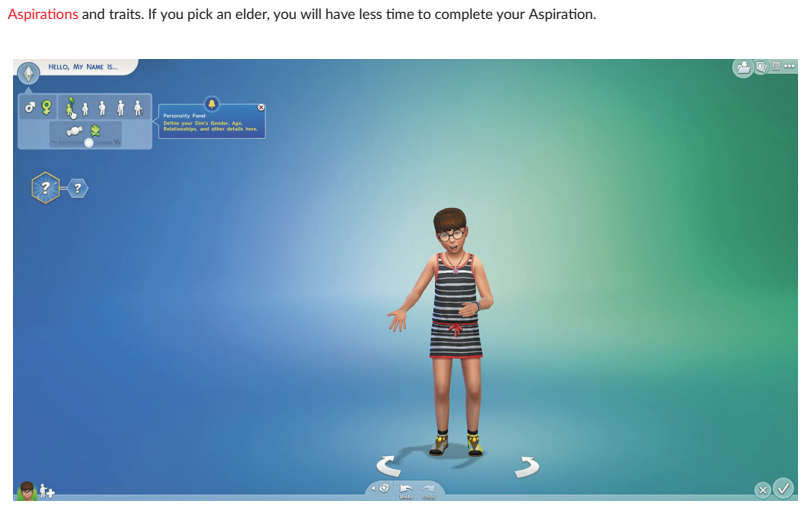
I got a male Sim to begin with. However, I wanted to create a female Sim.

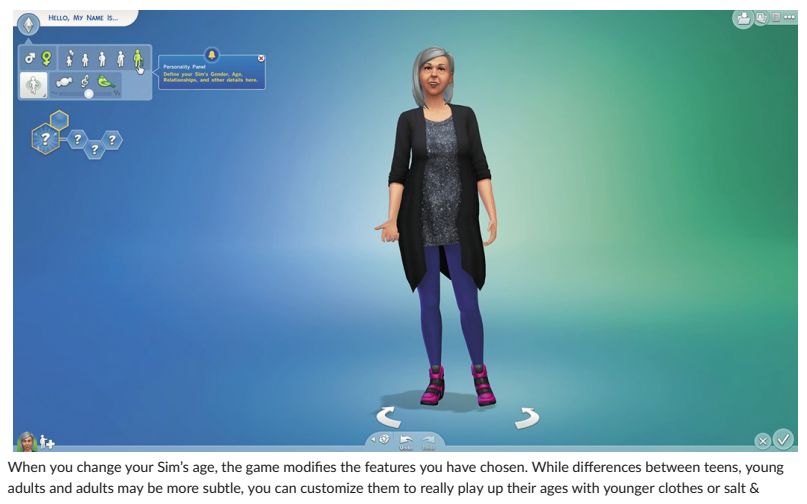
Note

With the click of an icon, my Sim is now female. Notice that her face is similar to the original Sim's, since she is mapped from the previous Sim's characteristics.



Next you can select your Sim's age. You have five options: child, teen, young adult, adult, and elder. Your Sim's age influences their personality and gameplay options. For example, children and teens have school for a career and have fewer choices of Aspirations and traits. If you pick an elder, you will have less time to complete your Aspiration.



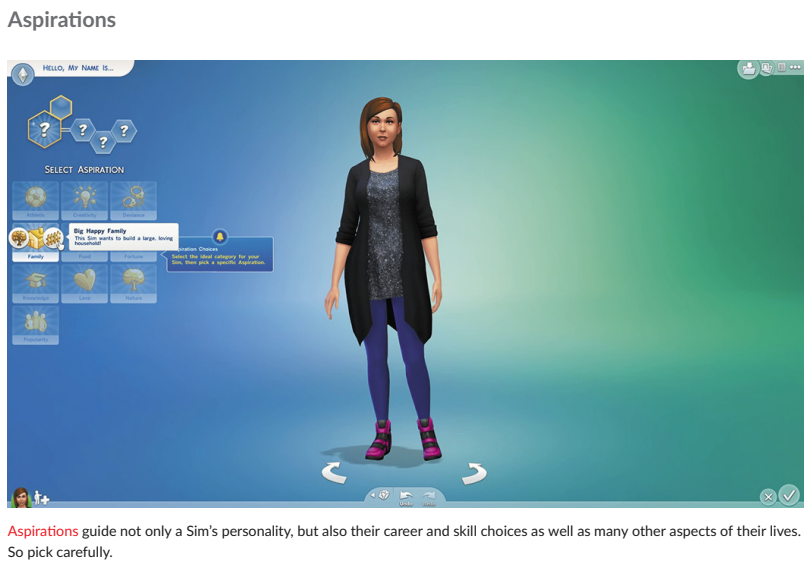


When you change your Sim's age, the game modifies the features you have chosen. While differences between teens, young adults and adults may be more subtle, you can customize them to really play up their ages with younger clothes or salt & pepper hair.

Tip

Children can select from only four Aspirations and have one trait. Teens have access to all the same Aspirations, but can have two traits. As children and teen Sims age, they can add traits.

Aspirations



Aspirations guide not only a Sim's personality, but also their career and skill choices as well as many other aspects of their lives. So pick carefully.

Once you decide on the personality and lifestyle you want for your Sim, it's a good time to Aspiration. Aspirations are long-term goals that will require your Sim to meet a specific set requirements in order to achieve them. Aspirations fall within 10 categories. Each category has a bonus trait that you automatically get when you select that category. Within each category, you can pick from one to three Aspirations. You receive a reward trait once all of your Aspiration's requirements are met. Here's a quick look at Aspirations; for more details, including the reward traits you receive for achieving an Aspiration, see Aspirations.

Athletic

Bonus Trait: High Metabolism—It is easier to stay fit and trim when you have High Metabolism.

- **Body Builder**—The Sim wants to work out and be as fit as they can be.

Creativity

Bonus Trait: Muser—Musers get better boosts to their skills when they're inspired.

- **Painter Extraordinaire**—This Sim wants their life to be all about art and painting.
- **Musical Genius**—This Sim wants to be an expert musician and songwriter.
- **Bestselling Author**—This Sim wants to write books and become a famous author.
- **Artistic Prodigy (Child Only)**—This Sim has dreams of succeeding in the arts.

Deviance

Bonus Trait: Dastardly—Dastardly Sims perform stronger and more successful mean interactions.

- **Public Enemy**—This Sim wants to make enemies and be a famous criminal!
- **Chief of Mischief**—This Sim is all about pranks and mayhem.

Family

Bonus Trait: Domestic—Domestic Sims will see their familial relationships grow stronger and faster.

- **Successful Lineage**—This Sim wants to have a family that succeeds in life!
- **Big Happy Family**—This Sim wants to build a large, loving household!

Food

Bonus Trait: Essence of Flavor—Sims with the Essence of Flavor make higher quality food and drink.

- **Master Chef**—This Sim wants to master the culinary arts!
- **Master Mixologist**—This Sim wants to know everything there is to know about bartending and crafting beverages.

Fortune

Bonus Trait: Business Savvy—Business Savvy Sims earn more than the standard rate from careers.

- **Fabulously Wealthy**—This Sim wants to get rich and have a successful career!
- **Mansion Baron**—This Sim is all about owning the biggest, fanciest home!

Knowledge

Bonus Trait: Quick Learner—Quick Learners build all skills a little bit faster.

- **Renaissance Sim**—This Sim wants to excel at multiple skills and careers!
- **Nerd Brain**—This Sim wants to be a book smart, handy rocket scientist!
- **Computer Whiz**—This Sim wants to know everything about computers, from playing games to careers!

Love

Bonus Trait: Alluring—Alluring Sims are more successful at romance than others.

- **Serial Romantic**—This Sim wants to play the field and go on dates with all sorts of interesting people!
- **Soulmate**—This Sim wants to find and live a rewarding life with "The One"!

Mental (Child Only)

- **Whiz Kid**—This Sim wants to be the smartest kid in school.

Motor (Child Only)

- **Rambunctious Scamp**—This Sim wants to be playful and nimble.

Nature

Bonus Trait: Collector—Collectors can find rare collectibles more often!

- **Freelance Botanist**—This Sim wants to grow plants and become an expert gardener!
- **The Curator**—This Sim wants to collect everything the world has to offer!
- **Angling Ace**—This Sim wants to know everything about fishing!

Popularity

Bonus Trait: Gregarious—Gregarious Sims build friendly relationships faster.

- **Joke Star**—This Sim wants to tell jokes and become a famous comedian!
- **Party Animal**—This Sim wants to throw and attend amazing parties.
- **Friend of the World**—This Sim wants to make and keep as many friends as they can!

Social (Child Only)

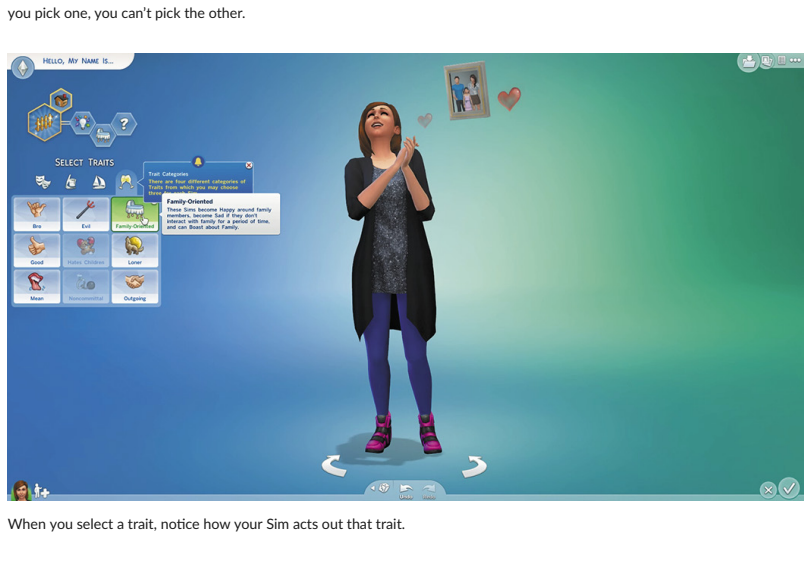
- **Social Butterfly**—This Sim wants to talk to everyone and make friends.

Tip

The bonus trait you get with each category of Aspirations can make a difference in the life of your Sim. In most cases, they will help your Sim achieve his or her Aspirations. You can change your Aspiration during the game at any time—not just once your complete an Aspiration. However, you start off at the bottom of your goals for the new Aspiration. Compare the various bonus and reward traits to help you decide which Aspiration to choose for your Sim.

Traits

Traits affect your Sims' desires and their core personalities. For young adults and older Sims, you can select three different traits. While it is a good idea to pick traits that complement one another, this is not required. Some traits are opposites and if you pick one, you can't pick the other.



When you select a trait, notice how your Sim acts out that trait.

Traits are important, so take some time selecting them. Because you pick your Aspiration first, choose traits that will help you achieve your Aspiration. For example, if you pick a Family Aspiration, you probably want to get the Family-Oriented trait and not the Hates Children trait.

Traits also affect your Sim's emotions. Sims with the Romantic trait need to socialize and have the opportunity to flirt. Therefore, think of the types of emotions that would go well with your Sim's personality and then select traits that will help your Sim get and maintain those emotional states. Following is a list of the various traits from which you can choose as well as a brief description of each. The traits are divided into four different categories.

Emotional Traits

Trait	Description
Active	These Sims tend to be Energized, can Pump Up other Sims, and may become upset if they don't exercise for a period of time.
Cheerful	These Sims tend to be Happier than other Sims.
Creative	These Sims tend to be Inspired, can Share Creative Ideas with other Sims, and may become upset if they're not creative for a period of time.
Genius	These Sims tend to be Focused, can Share Ideas with other Sims, and may become upset if they haven't improved their Mental skills for some time.
Gloomy	These Sims tend to be Sad, can Sigh to other Sims, and while Sad, gain a boost to their Creative skill.
Goofball	These Sims tend to be Playful.
Hot-Headed	These Sims tend to be Angry, can Rile up other Sims, and become Angry when targeted with Mischief.
Romantic	These Sims tend to be Flirty and may become Sad if they don't have any Romantic social interactions for a period of time.
Self-Assured	These Sims tend to be Confident.

Hobby Traits

Trait	Description
Art Lover	These Sims gain powerful moodlets from Viewing works of art and can Admire Art and discuss art in unique ways.
Bookworm	These Sims gain powerful moodlets from reading books and can Analyze Books and Discuss Books in unique ways.
Foodie	These Sims become Happy and have Fun when eating good food, become Uncomfortable when eating bad food, and can Watch Cooking Shows for ideas.
Geek	These Sims become Happy when Reading Sci Fi or Playing Video Games, may become Tense if they haven't played much, are better at finding collectibles, and can Discuss Geek Things with other Geek Sims.
Music Lover	These Sims gain powerful emotions and boost their Fun need when Listening to Music and become Happy when playing instruments.
Perfectionist	These Sims take longer to craft items, but tend to make them higher quality, gain powerful moodlets after crafting a high quality item, and gain negative emotions after crafting a low quality item.

Lifestyle Traits

Trait	Description
Ambitious	These Sims gain powerful moodlets from career success, gain negative emotions from career failure, and may become upset if not promoted.
Childish	These Sims gain powerful moodlets from watching the Kids Network, become Playful when playing with children, and become Happy when playing with children's toys.
Clumsy	These Sims tend to fail more often at physical activities and tend to laugh at failure instead of becoming upset.
Glutton	These Sims have a greater negative reaction to Hunger, always enjoy eating, no matter the quality of the food, and will eat spoiled food.
Insane	These Sims can Talk to themselves and have unpredictable emotions.
Lazy	These Sims gain powerful moodlets from Watching TV or Napping, as well as from comfortable furniture, become Fatigued more quickly from exercise, and grow Tense when performing household chores.
Loves Outdoors	These Sims can Enthuse about Nature to other Sims and become Happy when outdoors.
Materialistic	These Sims can Admire and Brag about Possessions and become Sad when they haven't purchased a new item for a period of time.
Neat	These Sims become Happy and have Fun when performing household chores, can have a Cleaning Frenzy, and become really Uncomfortable in dirty surroundings.
Slob	These Sims are not affected by dirty surroundings, make household items dirtier faster, and can Rummage for Food in garbage.
Snob	These Sims can Critique Work on low quality items, are bored by "low brow" television, and gain Confidence around other Snob Sims.

Social Traits

Trait	Description
Bro	These Sims can Bro Hug other Bros, gain Confidence around other Bros, and become Energized from Watching Sports.
Evil	These Sims become Happy around Sims with negative emotions, can Laugh Maniacally and Discuss Evil Plans, and become Angry when interacting with Good Sims.
Family-Oriented	These Sims become Happy around family members, become Sad if they don't interact with family for a period of time, and can Boast about Family.
Good	These Sims become Happy around Sims with positive emotions, can Donate to Charity, become Sad when interacting with Evil Sims, and can Discuss World Peace.
Hates Children	These Sims become Angry around children, become Tense after Try for a Baby, and can be Mean to Children.
Loner	These Sims become Happy when alone, do not receive negative emotions when their Social need is low, become Tense around strangers, and become Embarrassed more often by social rejection.
Mean	These Sims become Happy when being Mean or Mischievous to other Sims and become Confident after winning a fight.
Noncommittal	These Sims become Tense after a while in the same job or relationship, become Happy when they Quit a Job or Break Off a relationship, take longer to Propose, and can Discuss their Fear of Commitment.
Outgoing	These Sims gain powerful moodlets from Friendly socialization, have their Social need decay quickly, and gain more negative moodlets when their Social need is low.

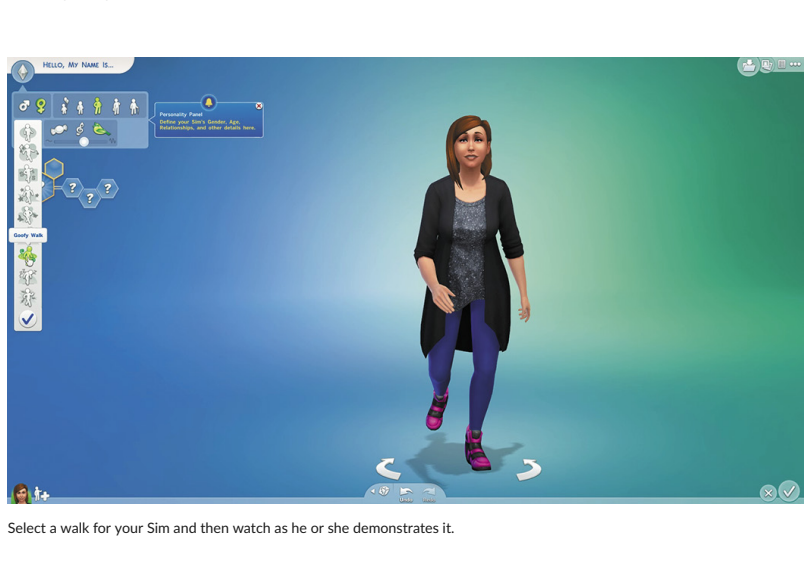
Tip

Not all of the traits are positive for your Sim. That is what makes the game even more interesting. While you may want to pick all positive traits for your first few Sims, you make the game more interesting and challenging by picking some negative traits as well. These offer opportunities for you to overcome the negative effects of these traits. Besides, negative traits make your Sims more human.

The Walk and the Talk

A big part of a Sim's personality is the way he or she walks down the street as well as the sound of his or her voice. The walk style you select in CAS is what you will see in Live Mode when your Sims walk around the neighborhood and community—the way they walk helps express their personality. You can choose from nine different walks. Select the one that suits your Sim from the following:

- Default
- Tough
- Perky
- Goofy
- Snooty
- Sluggish
- Swagger
- Bouncy
- Feminine



Select a walk for your Sim and then watch as he or she demonstrates it.

While you can't really understand what Sims are saying because they speak their own language, you can customize their voice. There are three different tones for each gender. Female Sims can have a sweet, melodic, or lilted tone, while male Sims can have clear, warm, or brash tones. In addition, a slider allows you to adjust the Sim's pitch. Play around with the tone and pitch until you get a voice that fits the personality you want.

Tip

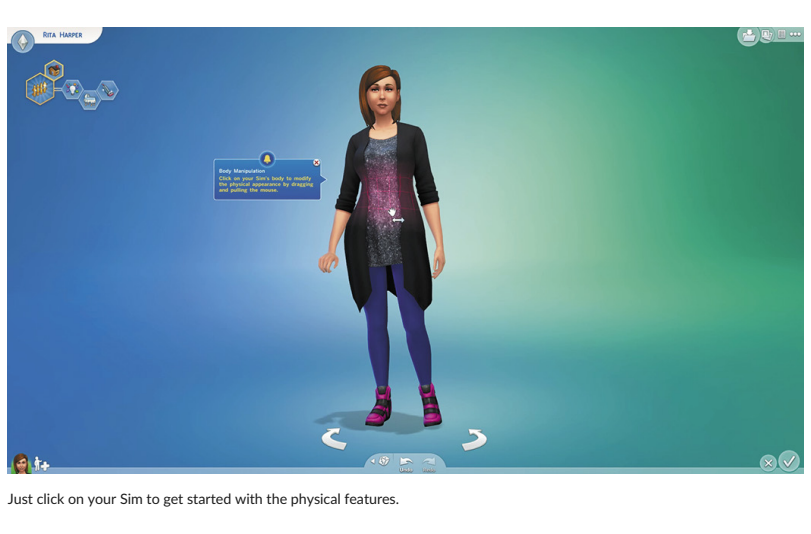
Personally, I wait until I have selected my Sim's physical features before I choose a walk and voice. I like to have those two personality traits as the final part of the creation process—a way to bring my Sim to life. However, other players like to firm up the personality then make sure the look matches the personality. The choice is up to you.

Physical Features

How do you want your Sim to look? The Create a Sim feature in *The Sims 4* is a powerful editor that lets you manipulate virtually every aspect so you can make a Sim exactly how you want him or her. With body manipulation, you can adjust several parts of the Sim's body structure as well as skin tones. Then you can choose your Sim's hair color and styles. Play around until your Sim looks just right. You can also select the clothing and accessories for your Sim's wardrobe. Create a Sim lets you choose just how much detail you want to include and can even help you just quickly create a Sim without spending a lot of time on the process. But if you're a power-user, you've still got deep and powerful advanced options.

Note

The default walk for Elder Sims will look a little different; as they age, Sims get more droopy and crochety-looking.



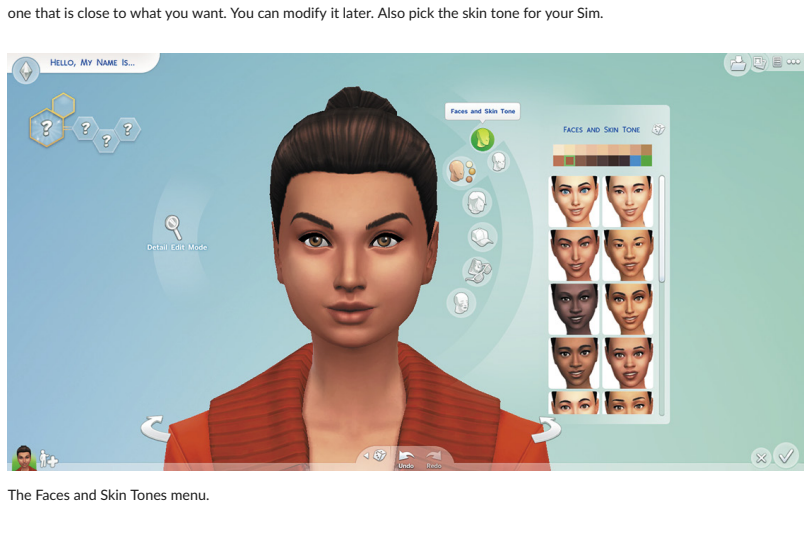
Just click on your Sim to get started with the physical features.

Tip

Past versions of the game have been more structured and menu driven when creating a Sim. *The Sims 4*, on the other hand, is more intuitive. If you want to edit something, click on it to bring up a special menu for that feature. To change something, click and hold down the left mouse button and drag the cursor to modify it. See how simple it can be.

Body Manipulation

To begin modifying your Sim's body, just click on the Sim. One place you could start is with the head. As you click on the head, the view zooms in and a menu appears on the right. Select the top button for Face and then select Faces and Skin Tones from the secondary menu. Here you can select from a variety of different faces. Don't worry if you can't find a perfect face. Just pick one that is close to what you want. You can modify it later. Also pick the skin tone for your Sim.



The Faces and Skin Tones menu.

Tip

While you can modify many features of your Sim's face, you can only adjust these features so much. The face you picked serves as the structure for your Sim. Then you can fine tune the Sim's looks with the modifying features discussed a bit later.

Along with Skin Tones, you can also choose some Skin Details from the sub menu under Face. This lets you add creases to the forehead and around the mouth as well as freckles and beauty spots.

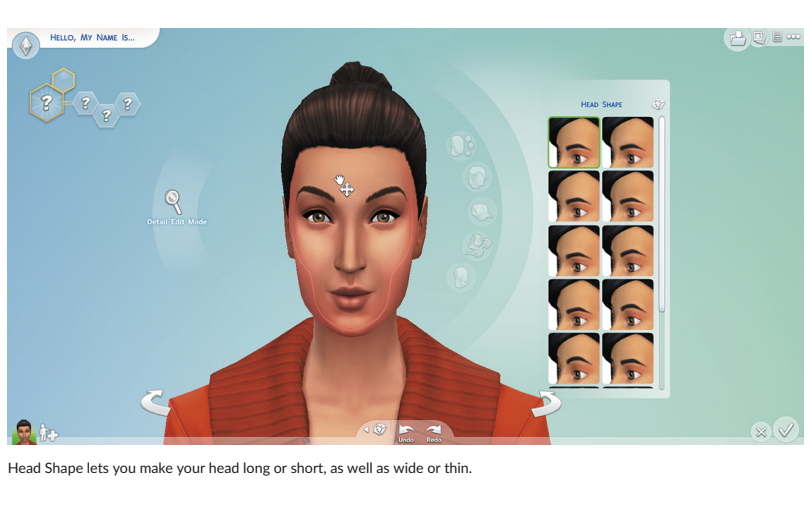
Looks

Now that you have the basic face, work on your Sim's looks. Think of this as fine tuning your Sim's face. You can manipulate the looks in a couple ways. When you click on a feature such as chin or nose, a menu of pre-made facial parts pops up and you can select the one you like. On the other hand, hold down the left mouse button while on a feature and then drag the cursor around to pull that part of your Sim's face into exactly the configuration you want. You can adjust several different features.

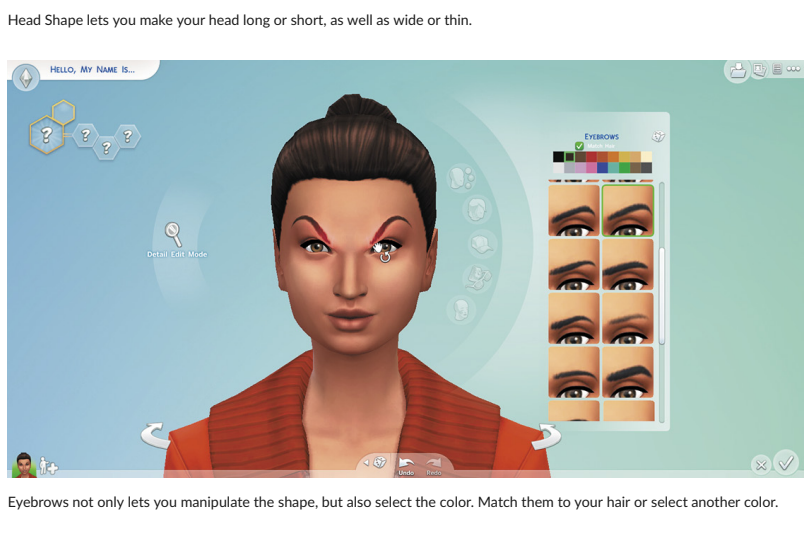
Note

Each facial-feature preset in the catalog has distinctly different painted-in contours and definition, which is what gives The Sims 4 such a broad and distinct range of faces. In practical terms, this means that your base feature can only be modified so far; you can't start with one preset nose and adjust it to look like another preset nose.

These presets have been carefully sculpted by The Sims studio to give players the ability to create a broad range of people from around the world!

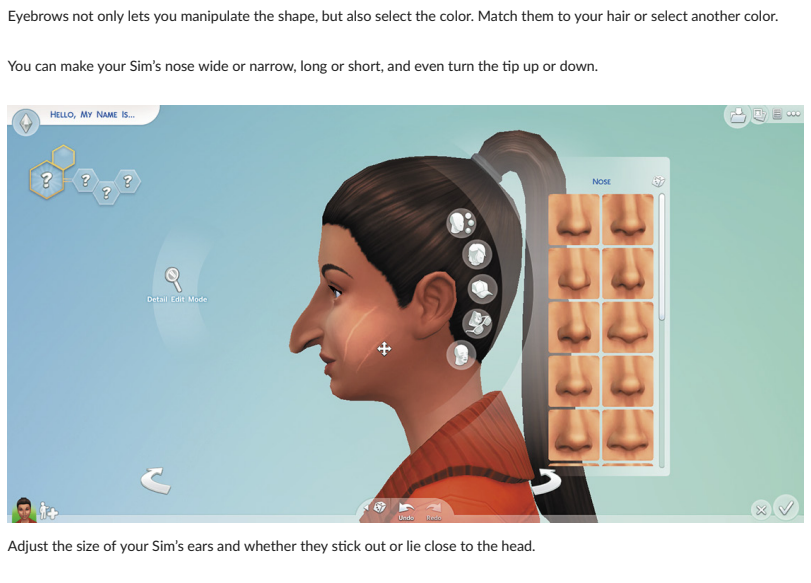


Head Shape lets you make your head long or short, as well as wide or thin.

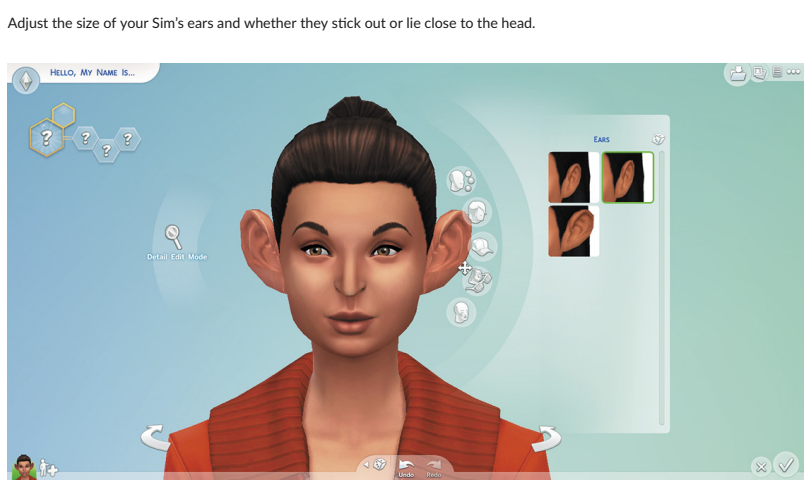


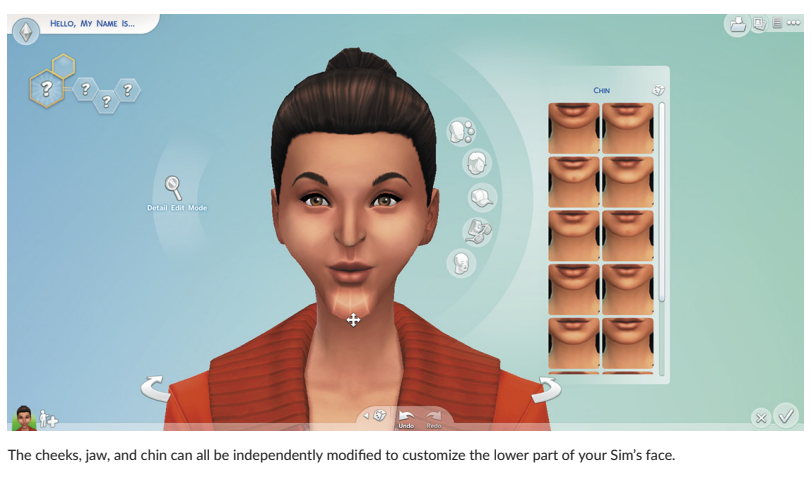
Eyebrows not only lets you manipulate the shape, but also select the color. Match them to your hair or select another color.

You can make your Sim's nose wide or narrow, long or short, and even turn the tip up or down.

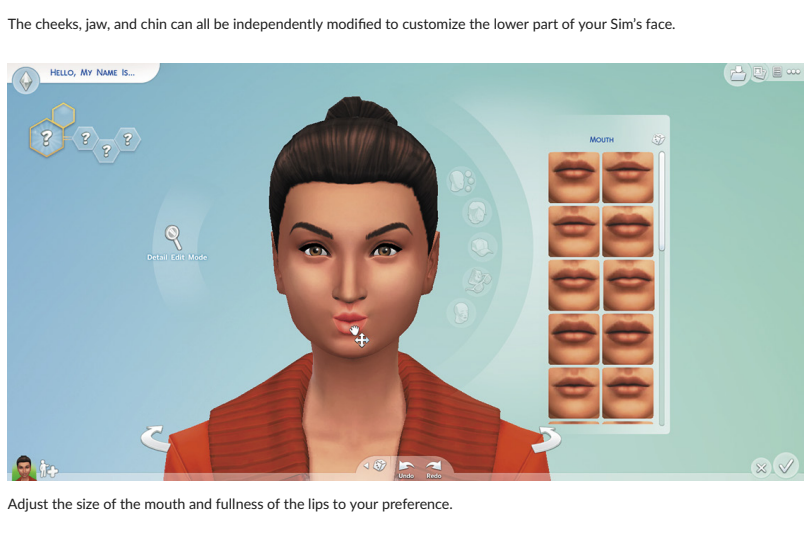


Adjust the size of your Sim's ears and whether they stick out or lie close to the head.





The cheeks, jaw, and chin can all be independently modified to customize the lower part of your Sim's face.

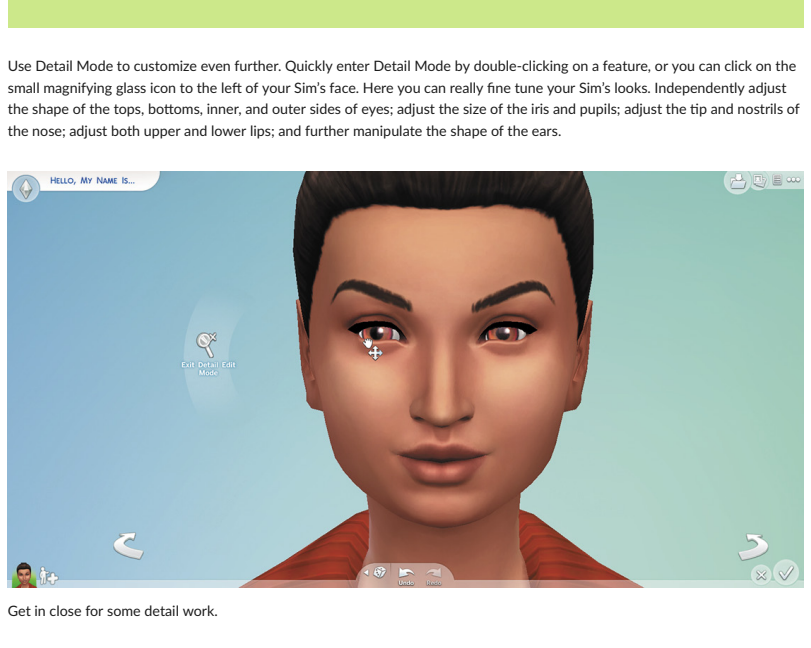


Adjust the size of the mouth and fullness of the lips to your preference.

Tip

I like to quickly pick a hairstyle that keeps the hair out of my Sim's face while I am customizing his or her face. This allows me to get a better view of the facial features. Later I can change the hairstyle to what I really want.

Use Detail Mode to customize even further. Quickly enter Detail Mode by double-clicking on a feature, or you can click on the small magnifying glass icon to the left of your Sim's face. Here you can really fine tune your Sim's looks. Independently adjust the shape of the tops, bottoms, inner, and outer sides of eyes; adjust the size of the iris and pupils; adjust the tip and nostrils of the nose; adjust both upper and lower lips; and further manipulate the shape of the ears.



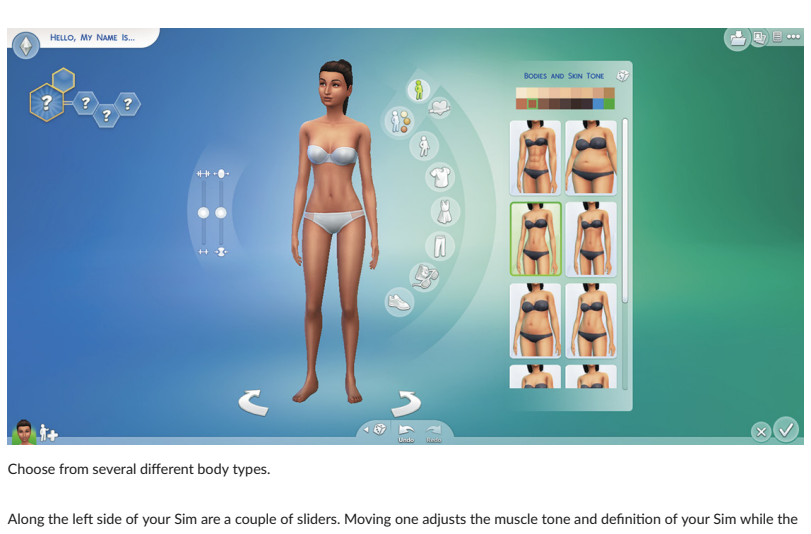
Get in close for some detail work.

Body Shape

You can also modify the shape of the Sim's body. Click on the Sim's body and then select Body from the menu and then Bodies and Skin Tones from the sub menu. This opens up a selection of pre-created body types. You can choose one or do your own customizing.

Note

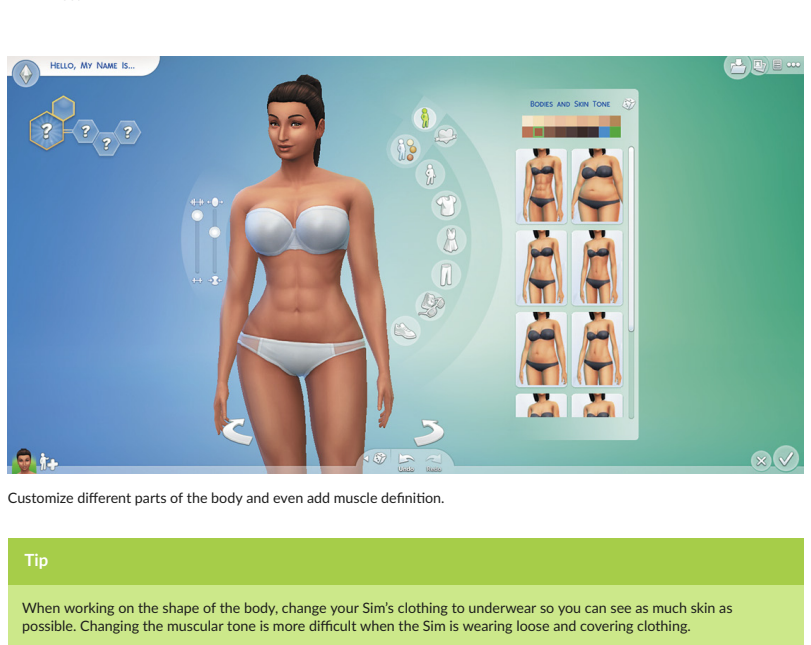
Much like the facial features, the preset body shapes and body mods have been carefully designed by The Sims studio to allow a more personal and distinctive array of real human body shapes, from pear to hourglass, beanpole or top-heavy. All humans are built differently, and The Sims 4 makes it easier than ever to create a Sim that really looks like you!



Choose from several different body types.

Along the left side of your Sim are a couple of sliders. Moving one adjusts the muscle tone and definition of your Sim while the other adjusts the heaviness. Furthermore, you can click on a part of the body and adjust it individually. You can drag the cursor on the following parts of the body for customizing:

- Neck
- Hips
- Shoulders
- Butt
- Spine/posture
- Upper Arms
- Breasts (Female)
- Lower Arms
- Chest (Male)
- Thighs
- Waist
- Calves
- Belly
- Feet



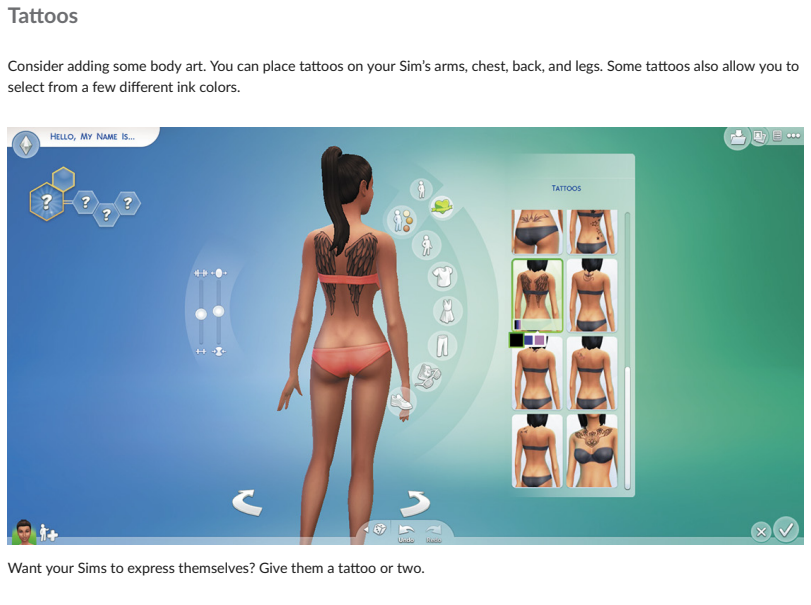
Customize different parts of the body and even add muscle definition.

Tip

When working on the shape of the body, change your Sim's clothing to underwear so you can see as much skin as possible. Changing the muscular tone is more difficult when the Sim is wearing loose and covering clothing.

Tattoos

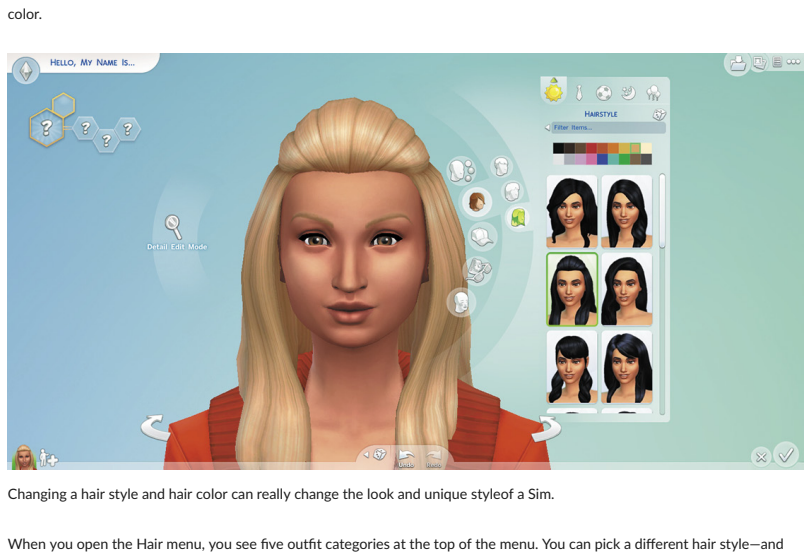
Consider adding some body art. You can place tattoos on your Sim's arms, chest, back, and legs. Some tattoos also allow you to select from a few different ink colors.



Want your Sims to express themselves? Give them a tattoo or two.

Hair

Hair styles are always fun to choose. When you click on the Sim's hair, or the Hair button, you open the Hair menu. Here you can look at all your options or slim it down into short, medium, and long styles. Once you pick a style, you can choose a color.



Changing a hair style and hair color can really change the look and unique styleof a Sim.

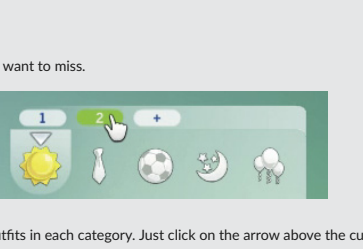
When you open the Hair menu, you see five outfit categories at the top of the menu. You can pick a different hair style—and even hair color—for each of your five different outfit categories. For example, maybe you want your hair up for formal attire, pulled back for athletic workouts, and let down for partying. Because you want your hair to match your outfit, you will probably want to come back to the Hair menu as you are picking out your wardrobe.

Clothing

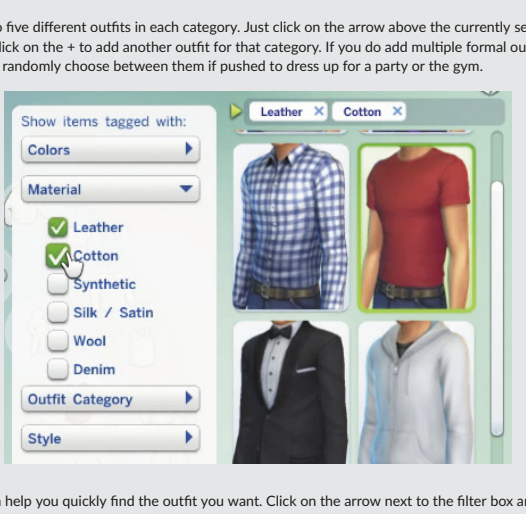
At any time in the process, you can start putting together outfits for your Sim to wear. Each Sim has five different outfits when you are creating your Sim. An outfit consists not only of clothing, but also a hair style and any accessories and makeup. Most of the time your Sim will wear the everyday outfit. When they go to a formal occasion, they wear a formal outfit. The athletic outfit is for working out, the sleep outfit is for sleeping (or WooHoo), and the party outfit is for parties and other social functions. During play, you can click on your Sim and then choose to change your outfit at any time. Want to go into the museum in your sleep outfit? You can do it. Also, during play, you can change or modify your outfits. Just click on a dresser item and select the Plan Outfits action.

Outfit Tools

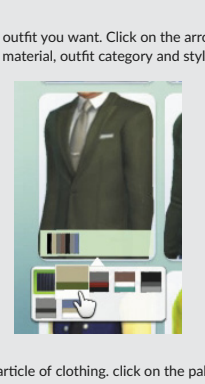
There are some great tools you don't want to miss.



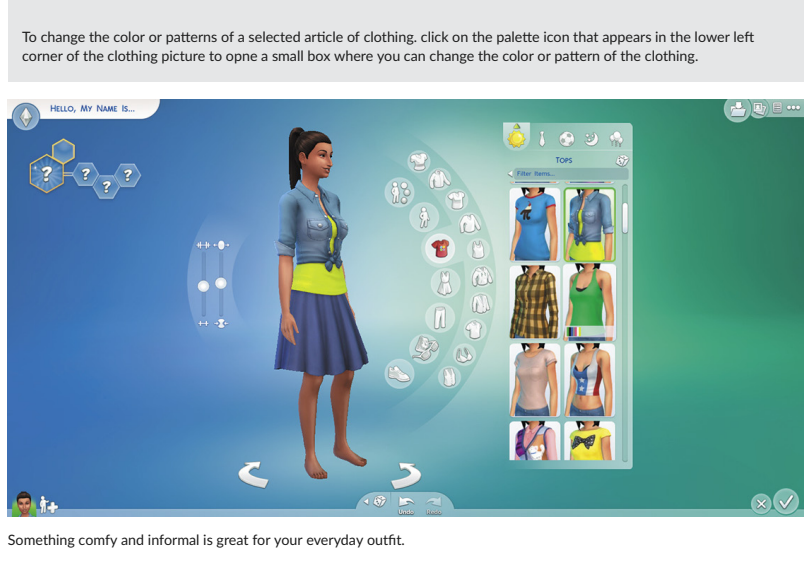
You can create up to five different outfits in each category. Just click on the arrow above the currently selected outfit category and then click on the + to add another outfit for that category. If you do add multiple formal outfits or gym outfits your Sim will randomly choose between them if pushed to dress up for a party or the gym.



The filter option can help you quickly find the outfit you want. Click on the arrow next to the filter box and a window opens allowing you to choose filters for color, material, outfit category and style.



To change the color or patterns of a selected article of clothing, click on the palette icon that appears in the lower left corner of the clothing picture to open a small box where you can change the color or pattern of the clothing.

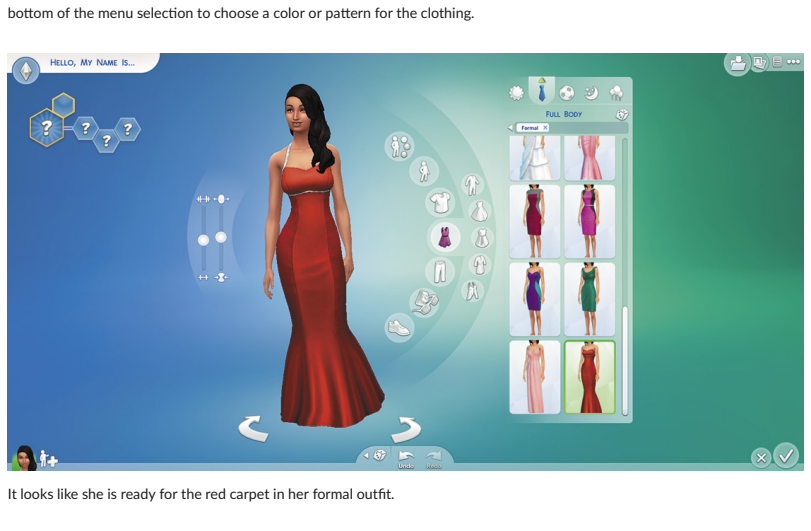


Something comfy and informal is great for your everyday outfit.

Note

Some careers have uniforms or outfits for when you go to work. These are not selected by you but determined by the career and your Sim's level within that career.

Within the clothing menus, several sub menus help you narrow down your choices. Also, some types of clothing are filtered out for certain types of outfits. For example, ball gowns aren't visible by default for sleep outfits. Click the X in the filter bubble to make all clothing available in any category. Once you find an article of clothing, you can then click on the color palette at the bottom of the menu selection to choose a color or pattern for the clothing.



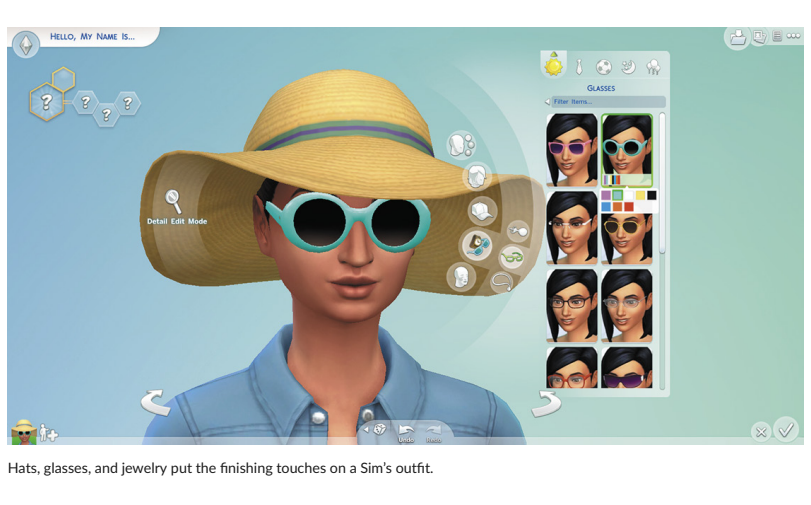
It looks like she is ready for the red carpet in her formal outfit.

Hats, Accessories, and Makeup

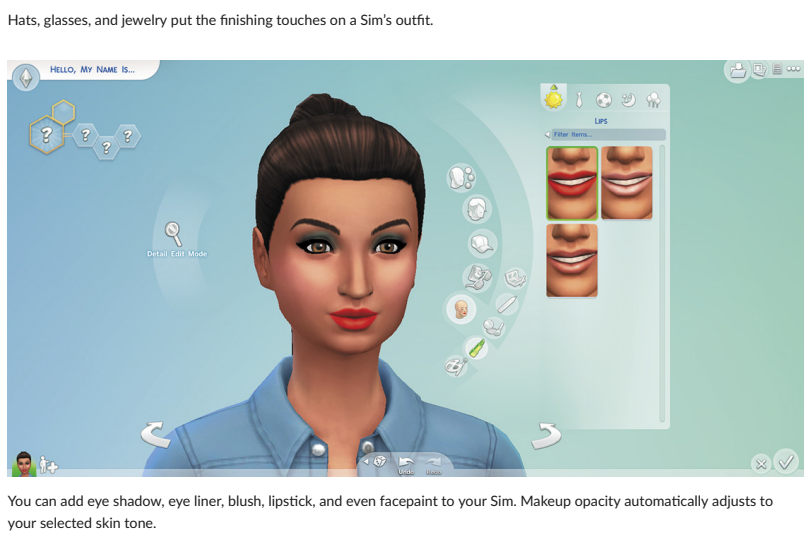
Another step for your Sim is to accessorize. Click on the Sim's face and then you can select a hat, glasses, earrings, necklaces, and even makeup. To add bracelets, watches, gloves, leggings, and socks, click on the Sim's body and then select Accessories.

Note

Hats are compatible with any hairstyle in The Sims 4!



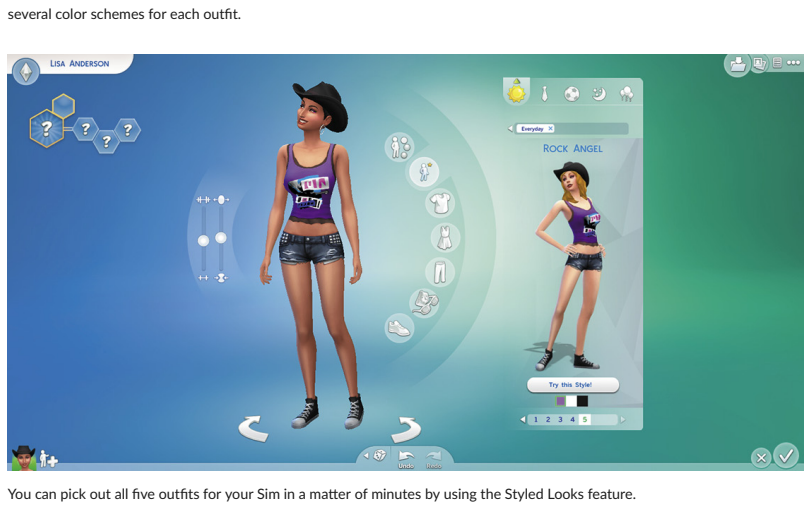
Hats, glasses, and jewelry put the finishing touches on a Sim's outfit.



You can add eye shadow, eye liner, blush, lipstick, and even facepaint to your Sim. Makeup opacity automatically adjusts to your selected skin tone.

Styled Looks

Sometimes you are in a hurry or don't want to spend a lot of time picking out outfits for your Sim. Not to worry. Styled Looks will save the day. Styled Looks were designed around specific themes (such as hipster, cowboy, goth, and preppy) to quickly convey a Sim's personality. When selecting outfits, click on the Styled Looks button and for each type of outfit, there will be two to five different styles where all of the articles of clothing and accessories are coordinated. You can even select between several color schemes for each outfit.



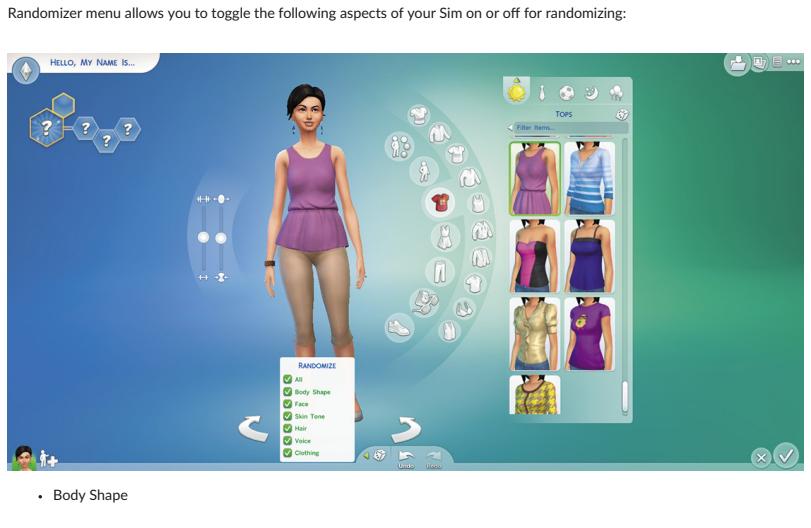
You can pick out all five outfits for your Sim in a matter of minutes by using the Styled Looks feature.

Tip

Styled Looks can be a good place to start if you are not sure about outfits. Then you can go ahead and customize them. Change the top or shoes if you want, but keep the rest the same. It is up to you.

Smart Randomizer

The Sims 4 contains a powerful ability to randomize many features of your Sim. Click on the Dice icon to change everything about your Sim. Or click on the triangle next to the dice and select only those features you want to randomize. The Smart Randomizer menu allows you to toggle the following aspects of your Sim on or off for randomizing:



- Body Shape
- Facial Hair (male)
- Face
- Voice
- Skin Tone
- Clothing
- Hair

Use the Smart Randomizer menu to quickly create Sims and change only those aspects you want.

When randomizing your entire Sim, clicking the dice will create a Sim that has a cohesive outfit style and a coordinated color scheme. The randomizer truly weird and random Sim—that's up to you! Also, if you want to randomize only certain features of your Sim, you can; each preset catalog has a randomize option, so you can get more granular with your playful randomize options than ever before.

Tip

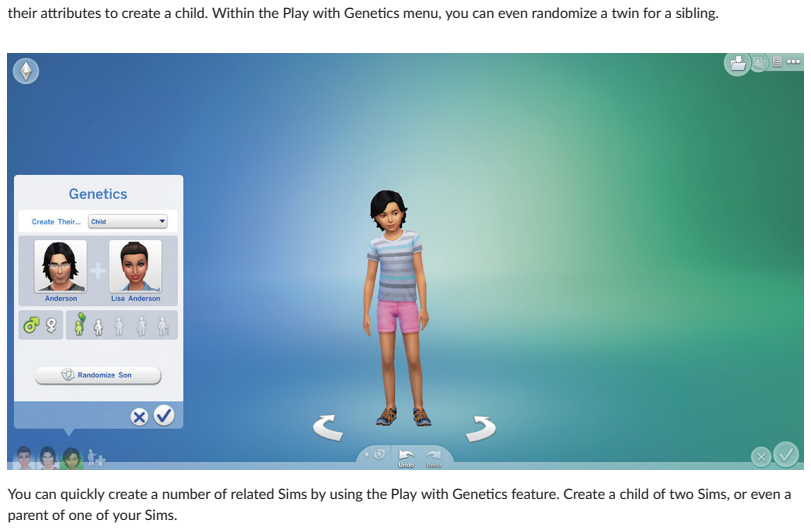
When I want to make some random Sims, I click on the randomizer until I get some feature that I like. Then I open the menu and uncheck that feature. Then I keep randomizing until I get something else I like. By doing this, I can create a unique Sim very quickly.

Give Your Sim a Name

Now that you have made a Sim, it is time to name him or her. You can type in first and last name, or you can let the randomizer do it for you. Just click on the dice next to each name and then keep clicking until you get names that you like. Some players actually like to start out with a name, and then build their Sim around the name. Fun fact: many of the random names are the names of developers on the team!

Making a Family

Sim to have a family, rather than just adding more Sims to your household, you can create a family member that uses the features of your Sim. Click on the Add a Sim button next to your Sim's icon in the screen's lower left corner, then select Play with Genetics. You can then use your Sim to create a child, a sibling, or a parent. If you have two adult Sims, you can combine their attributes to create a child. Within the Play with Genetics menu, you can even randomize a twin for a sibling.



You can quickly create a number of related Sims by using the Play with Genetics feature. Create a child of two Sims, or even a parent of one of your Sims.

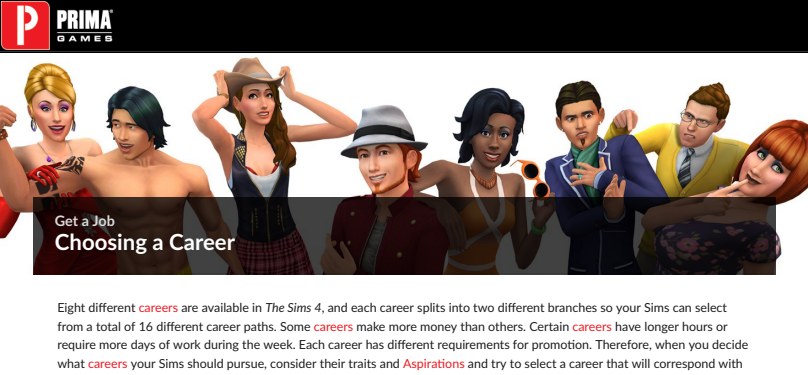
Note

When playing with genetics to create a new Sim, you do not have to have a male and a female to create a child. Instead, you can use the genetics from two Sims of the same gender. Isn't science amazing!

Get a Job

Introduction

Sims can do a lot of fun things during their lives. They can host parties, buy homes and fill them with items, and prepare food for meals. However, all of these things require Simoleons. And if you want the Simoleons, then you have to earn them. While children and teens are automatically enrolled in grade school and high school respectively, young adults, adults, and elders can choose a career where they can earn a salary to use to maintain their style of living.



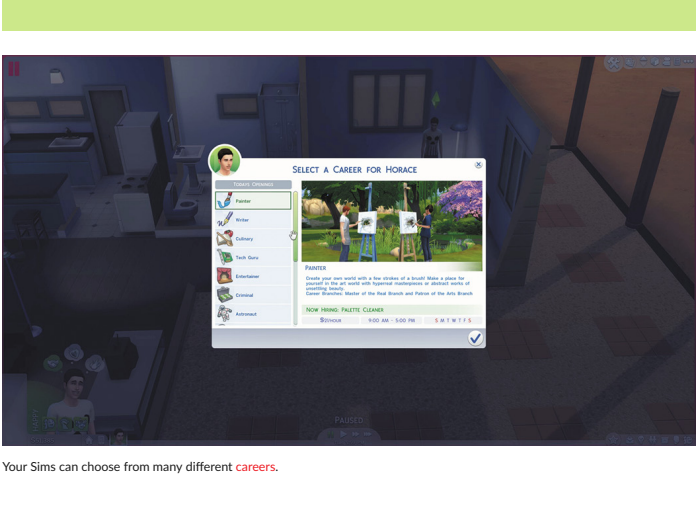
Get a Job

Choosing a Career

Eight different careers are available in *The Sims 4*, and each career splits into two different branches so your Sims can select from a total of 16 different career paths. Some careers make more money than others. Certain careers have longer hours or require more days of work during the week. Each career has different requirements for promotion. Therefore, when you decide what careers your Sims should pursue, consider their traits and Aspirations and try to select a career that will correspond with the personality of your Sims. That will make their lives easier. However, if you are going for a challenge, pick a career that is the exact opposite of your Sims' personalities.

Tip

Many Aspirations correspond to careers. Because you can change Aspirations at any time without a penalty, once you pick a career, consider changing your Aspiration at the same time. It is a good idea to work toward an Aspiration award and getting promoted in your career while completing similar requirements.



Your Sims can choose from many different careers.

Getting a job is quite easy. Use a Sim's cell phone and choose Find a Job from the menu. This opens a window listing all of the jobs that currently have openings. You'll be able to choose one of the eight possible careers. You can also use a computer to find a job.

Once you select a job, you can click on the Briefcase icon in the screen's lower right corner to bring up the Job window. This contains your work schedule including which days you work and the hours you will be on the job. It also shows your progress toward promotion and lists any additional requirements you must complete outside of work to earn a promotion. Check this window frequently to see how many hours or days until you have to go to work.

Tip

If the career you pick does not work out, you can always have your Sim quit and find a different career. Your choices are not set in stone.

There are some extra things you can do to improve your career performance. If you really want to excel at your profession, your Sim should have the Ideal Emotion for that career before they leave for work each day. In addition, completing the specified Daily Task will provide them with boosted Performance! Hover the mouse over the Career Performance bar to reveal the Ideal Emotion and Daily Tasks for your Sim's career.

Let's take a look at the different careers available in *The Sims 4*.

Note

The following sections cover all of the eight careers, each with their two branches. The tables provide important information on the various levels of the career, including work schedules, salaries, what additional requirements you must complete outside of work for promotion, and finally what reward items you receive after being promoted from that level. Most promotions provide a monetary bonus as well. If your Sim is choosing a career, whether it is a first job or subsequent occupation, look at the skills and other requirements. If your Sim already has a lot of those, he or she might be able to get promoted quickly.

Astronaut

Ideal Emotion: *Focused*

Daily Task: *Work Out*

The Astronaut career takes Sims from the earth out into space. This is a career for the adventurous Sim. It is quite demanding and requires a lot of work on different skills in order to be promoted. However, it is one of the two highest paying careers.

Astronaut Career

Level	Position	Workdays	Start Time	Length of Day	Average Hourly Pay	Daily Pay	Weekly Pay	Requirements for Promotion	Reward Items for Promotion
1	Intern	M, T, W, TH, F	8 AM	9 hours	§26	§234	§1,170	Successfully enthuse about space with 3 Sims	Astro Solar System Light
2	Module Cleaner	M, T, W, TH, F	12 PM	9 hours	§34	§306	§1,530	Reach Level 2 Logic skill	Astro Model Rocket
3	Technician	T, W, TH, F	1 PM	8 hours	§54	§432	§1,728	Reach Level 3 Logic skill, have 4 friends	Star Seeker Original Blueprints
4	Command Center Lead	M, T, W, F	2 PM	8 hours	§71	§568	§2,272	Reach level 2 Fitness skill, work out on weight machine for 4 hours	Portable Galaxy Lightshow
5	Low-Orbit Specialist	M, W, F	8 AM	9 hours	§96	§864	§2,592	Reach level 3 Fitness skill, win 2 chess games	Mission Control
6	Space Cadet	M, W, F	6 AM	10 hours	§104	§1,040	§3,120	Reach level 4 Logic skill, reach level 5 Fitness skill, run on the treadmill for 12 hours	Salyut Aeronaut Chair
7	Astronaut	M, W, F	8 AM	10 hours	§119	§1,190	§3,570	Reach level 6 Logic skill, reach level 6 Fitness skill, get the Starry Night moodlet from the Point out Constellation social	Build Your Own Rocket Kit or Monolith

Astronaut Career—Space Ranger Branch

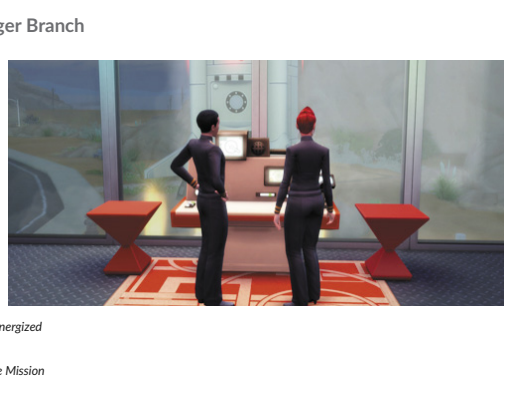
Level	Position	Workdays	Start Time	Length of Day	Average Hourly Pay	Daily Pay	Weekly Pay	Requirements for Promotion	Reward Items for Promotion
8	Planet Patrol	M, T, W, TH	10 AM	8 hours	§179	§1,432	§5,728	Reach level 5 Charisma skill, have 7 friends, drink space energy drink	Astro-Bunny Beyond Infinity
9	Sheriff of the Stars	M, T, W, TH	10 AM	7 hours	§297	§2,079	§8,316	Reach level 7 Charisma skill, reach level 7 Fitness skill, write a book	Apollo Rocketship
10	Space Ranger	M, T, W, TH	10 AM	7 hours	§445	§3,115	§12,460	N/A	N/A

Astronaut Career—Interstellar Smuggler Branch

Level	Position	Workdays	Start Time	Length of Day	Average Hourly Pay	Daily Pay	Weekly Pay	Requirements for Promotion	Reward Items for Promotion
8	Moon Mercenary	SU, M, W, S	4 PM	8 hours	§201	§1,608	§6,432	Reach level 3 Mischief skill, reach level 3 Programming skill, earn §1,000 from hacking	Zero-G Training Bag
9	Alien Goods Trader	SU, M, TH, S	4 PM	7 hours	§299	§2,093	§8,372	Reach level 5 Mischief skill, reach level 8 Fitness skill, collect 5 space rocks	Retro Rocketship
10	Interstellar Smuggler	SU, M, TH, S	2 PM	9 hours	§413	§3,717	§14,868	N/A	N/A

Astronauts really need to work on their Logic and Fitness skills for the early levels of this career. This career does not branch until level 8, so there is not much difference until the last few levels.

Space Ranger Branch

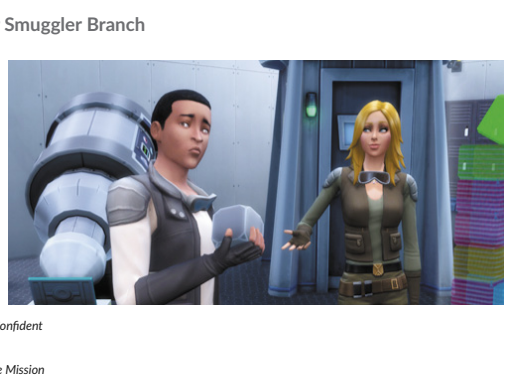


Ideal Emotion: *Energized*

Daily Task: *Space Mission*

When you go into this branch, you need to work on the Charisma skill. This is also the branch to choose if you want to get the Apollo Rocketship.

Interstellar Smuggler Branch



Ideal Emotion: *Confident*

Daily Task: *Space Mission*

This branch pays more in salary and gives you the chance to get the Retro Rocketship. The main difference is that you need to work on the Mischief skill to gain promotion.

Tip

A good Aspiration for an astronaut is Nerd Brain because developing your smarts and handiness skills will enhance your career performance.

Criminal

Ideal Emotion: *Energized*

Daily Task: *Mischief Interactions*

Criminal can be a tough career to begin with. You are working every day and almost always at night. Some Sims are better suited to crime than others. If you are considering this career, your Sim must work on the Mischief skill quite a bit.

Career

Level	Position	Workdays	Start Time	Length of Day	Average Hourly Pay	Daily Pay	Weekly Pay	Requirements for Promotion	Reward Items for Promotion
1	Tough Guy/Gal	SU, M, T, W, TH, F, S	5 PM	7 hours	§9	§63	§441	Reach level 2 Mischief skill	Emblems of Espionage
2	Petty Thief	M, T, W, TH, F, S	8 PM	7 hours	§13	§91	§546	Reach level 2 Fitness or Programming skill	Duffle o' Cash
3	Ring Leader	T, W, TH, F, S	8 PM	8 hours	§17	§136	§680	Reach level 3 Charisma skill, have 2 people despise your Sim	Vintage Baseball Bat Sculpture
4	Felonious Monk	T, W, TH, F, S	7 PM	7 hours	§23	§161	§805	Reach level 4 Mischief skill, successfully pickpocket 5 Sims	N/A
5	Minor Crimelord	T, W, TH, F, S	8 PM	6 hours	§32	§192	§960	Reach level 6 Mischief skill, reach level 4 Fitness or Programming skill	Stolen ATM or Spy Satellite

Career—Boss Branch

Level	Position	Workdays	Start Time	Length of Day	Average Hourly Pay	Daily Pay	Weekly Pay	Requirements for Promotion	Reward Items for Promotion
6	The Muscle	W, F, S	10 PM	6 hours	§64	§384	§1,152	Reach level 7 Mischief skill, reach level 4 Charisma skill, have 4 people despise your Sim	Bars of Gold
7	Getaway Driver	W, S	8 PM	8 hours	§107	§856	§1,712	Reach level 8 Mischief skill, reach level 3 Logic skill	Stolen Necklace of the Late Duchess Pinky
8	Safe Cracker	SU, W, S	7 PM	5 hours	§199	§995	§2,985	Reach level 6 Logic skill, win 3 chess games	N/A
9	The Brains	SU, M, TH	5 PM	6 hours	§332	§1,660	§4,980	Max Mischief skill to level 10, reach level 6 Charisma skill, have 6 people despise your Sim	Fisticuffs Punching Bag
10	The Boss	SU, M, W, TH	6 PM	6 hours	§492	§2,952	§11,808	N/A	N/A

Career—Oracle Branch

Level	Position	Workdays	Start Time	Length of Day	Average Hourly Pay	Daily Pay	Weekly Pay	Requirements for Promotion	Reward Items for Promotion
6	DigiThief	SU, M, T, W, TH	1 AM	8 hours	§43	§344	§1,720	Reach level 7 Mischief skill, reach level 5 Programming skill, hack 3 times	Hold & Cold Tech Spec Poster
7	Elite Hacker	SU, M, T, W, TH	2 AM	8 hours	§73	§584	§2,920	Reach level 8 Mischief skill, successfully hack into the mainframe 3 times	The Indispensable
8	Anonymous Ghost	SU, M, T, TH	1 AM	9 hours	§130	§1,170	§4,680	Reach level 7 Programming skill, hacked §2,500	N/A
9	Net Demon	SU, M, T, TH	1 AM	7 hours	§234	§1,638	§6,552	Max Mischief skill to level 10, reach level 8 Programming skill, create 10 viruses	Mayhem Portable Computer
10	The Oracle	SU, M, T, F	12 AM	7 hours	§316	§2,212	§8,848	N/A	N/A

While it is important to work on the Mischief skill, you also need to develop Charisma, Fitness, and Programming. You will need to get some sleep during the day, but that also leaves you time to be social and work on skills while the sun is still shining. Be sure to get a computer because you will need to learn to use it—plus you can start doing some hacks into accounts to make some extra money.

Boss Branch

Ideal Emotion: *Confident*

Daily Task: *Mean Interactions*

If you are planning on going into the Boss branch, start working on your Logic skill early on. By playing chess and reading books on logic, you can get a head start so that it is easier to advance through the Boss levels. Of the two branches, this one pays better—but only when you get to the final level.

Oracle Branch

Ideal Emotion: *Focused*

Daily Task: *Hacking*

The Oracle branch is focused on technological crimes and primarily involves the Programming skill—though you still need to continue to work on Mischief as well. As you progress through the levels in this branch, you actually make a higher salary than the Boss branch. However, the final level, Oracle, makes less than the Boss.

Tip

If you select this career, consider changing your Aspiration to either Public Enemy or Chief of Mischief because many of the goals are the same as for advancing in this career.

Culinary

Ideal Emotion: *Inspired*

Daily Task: *Prepare Food*

The Culinary career focuses entirely on food and drinks. You will be doing a lot of cooking and mixology. The hours are often long and involve working late afternoon and night. However, the skills you develop in this career can help in your Sims' daily lives as they can prepare better meals and a greater variety of meals for their families and households.

Career

Level	Position	Workdays	Start Time	Length of Day	Average Hourly Pay	Daily Pay	Weekly Pay	Requirements for Promotion	Reward Items for Promotion
1	Assistant Dishwasher	SU, M, W, F, S	4 PM	9 hours	§15	§135	§675	Clean dishes 10 times	Cold Hard Steel Countertop
2	Head Dishwasher	SU, M, TH, F, S	4 PM	9 hours	§16	§144	§720	Reach level 2 Mixology skill	Stainless Steel Auto-Pot
3	Caterer	SU, M, TH, F, S	3 PM	8 hours	§26	§208	§1,040	Reach level 2 Cooking skill, cook an Outstanding grilled cheese	Umber Kitchen Sink
4	Mixologist	SU, M, F, S	6 PM	8 hours	§35	§280	§1,120	Reach level 3 Mixology skill, reach level 3 Cooking skill	Corporate Chic Counter Island
5	Line Cook	SU, M, F, S	2 PM	8 hours	§43	§344	§1,376	Reach level 4 Mixology skill, reach level 4 Cooking skill	Positronic Magnetic Knife Rack or Captain Rodrigo de Pablo Cask

Career—Chef Branch

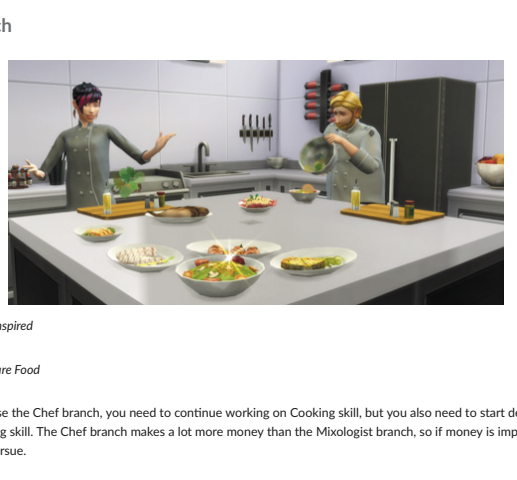
Level	Position	Workdays	Start Time	Length of Day	Average Hourly Pay	Daily Pay	Weekly Pay	Requirements for Promotion	Reward Items for Promotion
6	Head Caterer	SU, M, F, S	3 PM	9 hours	§52	§468	§1,872	Reach level 6 Cooking skill, have 5 friends	Heavy Duty Pot Rack, Professional Ceiling-Mounted Pot Rack, and Ceiling Pot Rack-Oval
7	Pastry Chef	SU, M, TH, F, S	12 PM	5 hours	§104	§520	§2,600	Reach level 3 Gourmet Cooking skill, cook 5 Outstanding gourmet dishes	Icebox of Steel
8	Sous Chef	SU, M, TH, F, S	8 PM	6 hours	§131	§786	§3,930	Reach level 8 Cooking skill, reach level 5 Gourmet Cooking skill, cook 10 unique foods	N/A
9	Executive Chef	SU, M, F, S	5 PM	6 hours	§253	§1,518	§6,072	Reach level 7 Gourmet Cooking skill, reach level 5 Charisma skill, write a cookbook	Discretion Stove Hood, Pro Performance Range Hood, the Obelisk, Pancake Pro Free-standing Griddle
10	Celebrity Chef	SU, M, F, S	12 PM	6 hours	§410	§2,460	§9,840	N/A	N/A

Career—Mixologist Branch

Level	Position	Workdays	Start Time	Length of Day	Average Hourly Pay	Daily Pay	Weekly Pay	Requirements for Promotion	Reward Items for Promotion
6	Head Mixologist	SU, M, TH, F, S	6 PM	8 hours	§40	§320	§1,600	Reach level 5 Mixology skill, have 5 friends	N/A
7	Juice Boss	SU, M, TH, F, S	7 PM	7 hours	§64	§448	§2,240	Reach level 7 Mixology skill, make 5 Outstanding drinks	Vinoteca Bottle Rack
8	Chief Drink Operator	SU, TH, F, S	4 PM	8 hours	§111	§888	§3,552	Reach level 8 Mixology skill, reach level 5 Charisma skill, have 12 friends	Lemonade on a Sunny Day Torchiere
9	Drinkmaster	SU, TH, S	2 PM	10 hours	§166	§1,660	§4,980	Max Mixology skill to level 10, reach level 7 Charisma skill, write bar guide	Bar Settlers Bar
10	Celebrity Mixologist	SU, TH, S	12 PM	10 hours	§197	§1,970	§5,910	N/A	N/A

When you begin this career, focus almost entirely on working on both Cooking and Mixology skills. If you are at the gym, watch the cooking channel while on the treadmill. Read books on cooking and mixology. When you go out to a nightclub with friends, get behind the bar and start making drinks. The more you focus on these skills, the faster you can advance through this career. Because both branches also require Charisma, start working on this skill early on so you can continue to develop it as you socialize.

Chef Branch



Ideal Emotion: *Inspired*

Daily Task: *Prepare Food*

When you choose the Chef branch, you need to continue working on Cooking skill, but you also need to start developing the Gourmet Cooking skill. The Chef branch makes a lot more money than the Mixologist branch, so if money is important, this is the branch to pursue.

Mixologist Branch

Ideal Emotion: *Inspired*

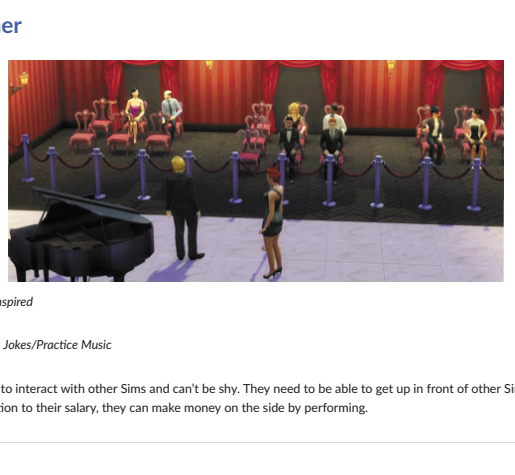
Daily Task: *Mix Drinks*

Sims choosing the Mixologist branch can now focus entirely on the Mixology skill and forget about cooking. You will also need to have a lot of friends because Sims tending bar need to have good Charisma skills. While this can be a fun career, you are always working at night. However, as you progress, you end up working only three days a week. The downside of this branch is that you make a lot less money than the Chef branch.

Tip

Master Chef or Master Mixologist are the best Aspirations for the Culinary career—select the one that corresponds to the correct branch. By the time you reach level 10 of the Culinary career, you should have achieved the Aspiration for that branch as well.

Entertainer



Ideal Emotion: *Inspired*

Daily Task: *Write Jokes/Practice Music*

Entertainers like to interact with other Sims and can't be shy. They need to be able to get up in front of other Sims and perform. In addition to their salary, they can make money on the side by performing.

Career

Level	Position	Workdays	Start Time	Length of Day	Average Hourly Pay	Daily Pay	Weekly Pay	Requirements for Promotion	Reward Items for Promotion
1	Amateur Entertainer	M, T, W, TH, F	9 AM	8 hours	§23	§184	§920	Reach level 2 Charisma skill	Porcu-Pro Business Card Holder
2	Open Mic Seeker	SU, M, T, S	5 PM	6 hours	§36	§216	§1,080	Have 4 friends	Sim Idol Rug
3	C-Lister	SU, M, TH, F, S	5 PM	6 hours	§40	§240	§1,200	Reach level 2 of Guitar or Comedy skill	Rock of Ages Retro Stereo
4	Opening Act	M, T, W, F, S	5 PM	5 hours	§54	§270	§1,350	Reach level 3 Charisma skill, earn §100 from comedy routine or playing instruments for tips	A Single Rose or I Otter Be a Star Pop Art

Career—Musician Branch

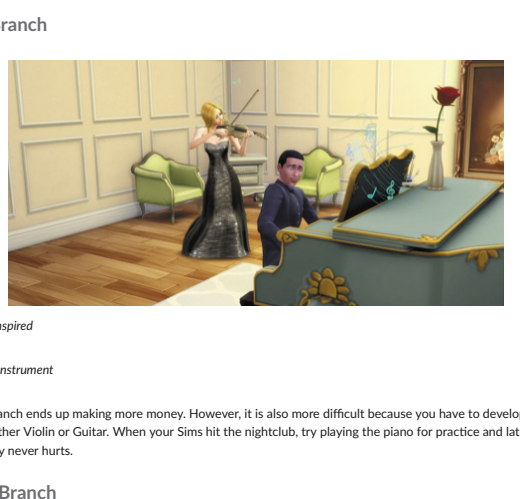
Level	Position	Workdays	Start Time	Length of Day	Average Hourly Pay	Daily Pay	Weekly Pay	Requirements for Promotion	Reward Items for Promotion
5	Jingle Jammer	SU, M, TH, F	2 PM	6 hours	§67	§402	§1,608	Reach level 3 Piano skill, reach level 4 of Guitar or Violin skill, write and sell 5 jingles	Off the Charts Music Award
6	Serious Musician	M, T, W, F, S	3 PM	6 hours	§78	§468	§2,340	Reach level 4 Piano skill, reach level 5 of Guitar or Violin skill, have 7 friends	Classical Genius Antique Piano
7	Professional Pianist	M, T, TH, F, S	2 PM	7 hours	§87	§609	§3,045	Reach level 5 Piano skill, play piano for 10 hours	N/A
8	Symphonic String Player	M, T, TH, F, S	2 PM	7 hours	§130	§910	§4,550	Reach level 6 Piano skill, reach level 6 Guitar or Violin skill, have 10 friends	N/A
9	Instrumental Wonder	T, W, TH, F, S	2 PM	7 hours	§208	§1,456	§7,280	Reach level 7 Piano skill, reach level 7 Guitar or Violin skill, write a song	Rock Legend Signed Guitar
10	Concert Virtuoso	W, TH, F, S	2 PM	7 hours	§340	§2,380	§9,520	N/A	N/A

Career

Level	Position	Workdays	Start Time	Length of Day	Average Hourly Pay	Daily Pay	Weekly Pay	Requirements for Promotion	Reward Items for Promotion
5	Jokesmith	SU, M, TH, F	2 PM	6 hours	§67	§402	§1,608	Reach level 5 Comedy skill, try new material 3 times, compose a routine	You've Got Talent Award
6	Solid Storyteller	SU, TH, F	5 PM	7 hours	§115	§805	§2,415	Reach level 7 Comedy skill, earn §250 from performing comedy routines	Studio Equity Track Lighting Kit
7	Rising Comedian	T, TH, F	5 PM	7 hours	§172	§1,204	§3,612	Reach level 8 Comedy skill, reach level 4 Charisma skill, refine a comedy routine	What a Star You Are Wall Mirror
8	Roast Master	T, F, S	4 PM	7 hours	§258	§1,806	§5,418	Reach level 9 Comedy skill, reach level 5 Charisma skill, write a comedy book	N/A
9	Stand Up Star	T, F, S	5 PM	7 hours	§310	§2,170	§6,510	Reach level 10 Comedy skill, reach level 6 Charisma skill, perform 2long routines	N/A
10	Show Stopper	T, F, S	5 PM	6 hours	§401	§2,406	§7,218	N/A	N/A

The Entertainer career really diverges when you have to choose a branch. Once you get to level 3, C-lister, you need to decide whether you want to go into music or comedy. At levels 3 and 4, you can either work on the Comedy skill or pick up the Guitar skill. The Charisma skill also comes in handy no matter which branch you choose to follow.

Musician Branch

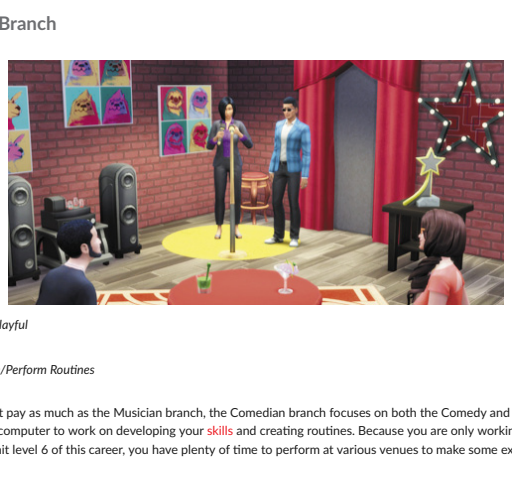


Ideal Emotion: *Inspired*

Daily Task: *Play Instrument*

The Musician branch ends up making more money. However, it is also more difficult because you have to develop the Piano skill as well as either Violin or Guitar. When your Sims hit the nightclub, try playing the piano for practice and later for tips. A little extra money never hurts.

Comedian Branch



Ideal Emotion: *Playful*

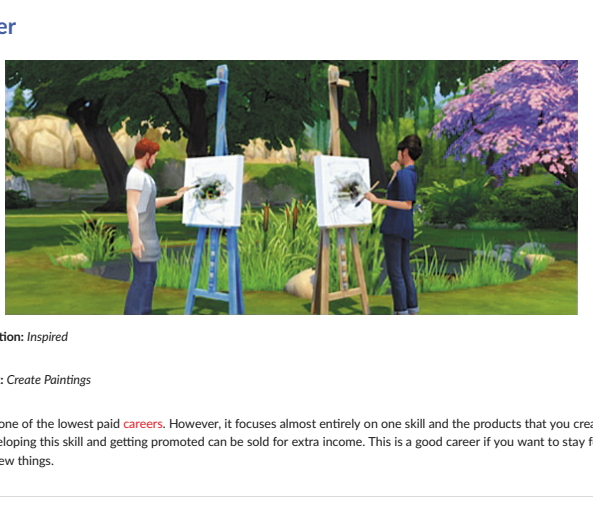
Daily Task: *Write/Perform Routines*

While it does not pay as much as the Musician branch, the Comedian branch focuses on both the Comedy and Charisma skills. You also need a computer to work on developing your skills and creating routines. Because you are only working three nights a week once you hit level 6 of this career, you have plenty of time to perform at various venues to make some extra money.

Tip

Musical Genius is the perfect Aspiration for a Sim in the Musician branch. On the other hand, for those going into the Comedian branch, select the Joke Star Aspiration.

Painter



Ideal Emotion: *Inspired*

Daily Task: *Create Paintings*

Painter is one of the lowest paid careers. However, it focuses almost entirely on one skill and the products that you create while developing this skill and getting promoted can be sold for extra income. This is a good career if you want to stay focused on just a few things.

Career

Level	Position	Workdays	Start Time	Length of Day	Average Hourly Pay	Daily Pay	Weekly Pay	Requirements for Promotion	Reward Items for Promotion
1	Palette Cleaner	M, T, W, TH, F	9 AM	8 hours	§21	§168	§840	Reach level 2 Painting skill, admire 3 different works of art	Picture Perfect Art Lighting
2	Art Book Collator	M, T, W, TH, F	9 AM	8 hours	§23	§184	§920	Reach level 3 Painting skill, successfully research art reference twice	Study of the Human Form
3	Hungry Artist	T, W, TH, F, S	9 AM	8 hours	§26	§208	§1,040	Reach level 4 Painting skill, create 3 different sized paintings	Easy-Breezy Easel
4	Watercolor Dabbler	M, T, W, F, S	9 AM	8 hours	§29	§232	§1,160	Reach level 5 Painting skill, create 1 Outstanding painting	Painting Canvas Storage Rack
5	Canvas Creator	SU, T, W, F, S	9 AM	8 hours	§35	§280	§1,400	Reach level 6 Painting skill, sell 5 paintings to art gallery	Vase of Sunflowers
6	Imaginative Imagist	SU, W, TH, F, S	9 AM	7 hours	§44	§308	§1,540	Reach level 7 Painting skill, create 3 different sized High Quality paintings	Artiste Supply Taboret

Career—Master of the Real Branch

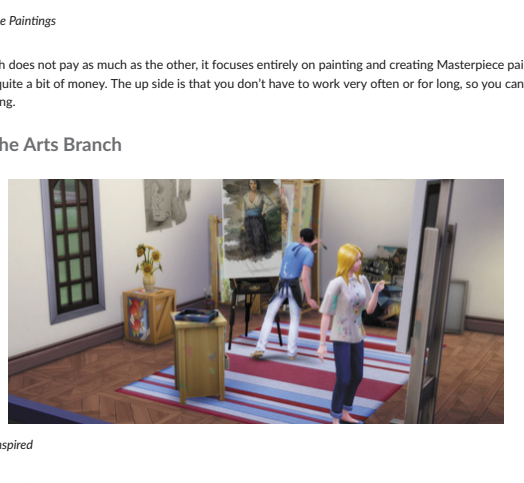
Level	Position	Workdays	Start Time	Length of Day	Average Hourly Pay	Daily Pay	Weekly Pay	Requirements for Promotion	Reward Items for Promotion
7	Artist en Residence	M, W, TH, S	10 AM	9 hours	§65	§585	§2,340	Reach level 8 Painting skill, create 1 Masterpiece	Deluxe All-Season Easel
8	Professional Painter	SU, T, TH, F	10 AM	5 hours	§140	§700	§2,800	Reach level 9 Painting skill, create an Outstanding painting in every genre	Premium Prima Ballerina
9	Illustrious Illustrator	M, W, F	10 AM	5 hours	§280	§1,400	§4,200	Max Painting skill to level 10, create and sell 3 Masterpieces, describe aesthetics to a group of Sims	Flegel Studio Floor Lamp
10	Master of the Real	M, TH	10 AM	5 hours	§492	§2,460	§4,920	N/A	N/A

Career—Patron of the Arts Branch

Level	Position	Workdays	Start Time	Length of Day	Average Hourly Pay	Daily Pay	Weekly Pay	Requirements for Promotion	Reward Items for Promotion
7	Color Theory Critic	SU, T, W, TH, S	9 AM	6 hours	§70	§420	§2,100	Reach level 8 Painting skill, admire 10 different works of art, discuss color theory with 2 other Sims	Stack of Canvases
8	Fine-Art Aficionado	SU, T, W, TH, S	9 AM	5 hours	§126	§630	§3,150	Reach level 9 Painting skill, own 1 Masterpiece painting, describe aesthetics to 3 other Sims	Pre-Owned Painter's Easel
9	Composition Curator	SU, W, S	10 AM	6 hours	§227	§1,362	§4,086	Max Painting skill to level 10, reach level 3 Charisma skill, own 10 Masterpiece paintings	Rustic Dream Bed
10	Patron of the Arts	SU, M, W, S	11 AM	5 hours	§328	§1,640	§6,560	N/A	N/A

Painters work five days a week for the first 6 levels of their career. In addition, they need to focus almost entirely on developing the Painting skill. As you build this skill, start creating paintings to increase this skill, and also complete requirements for promotion. Don't forget to sell some of your paintings or display them in your home.

Master of the Real Branch

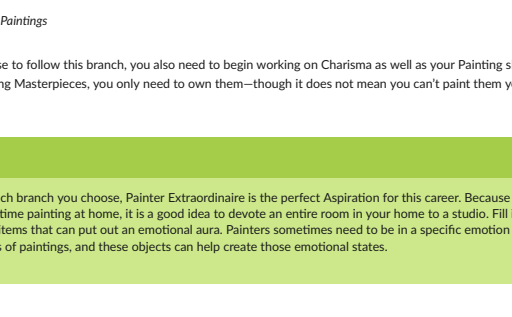


Ideal Emotion: *Inspired*

Daily Task: *Create Paintings*

While this branch does not pay as much as the other, it focuses entirely on painting and creating Masterpiece paintings, which you can sell for quite a bit of money. The up side is that you don't have to work very often or for long, so you can spend even more time painting.

Patron of the Arts Branch



Ideal Emotion: *Inspired*

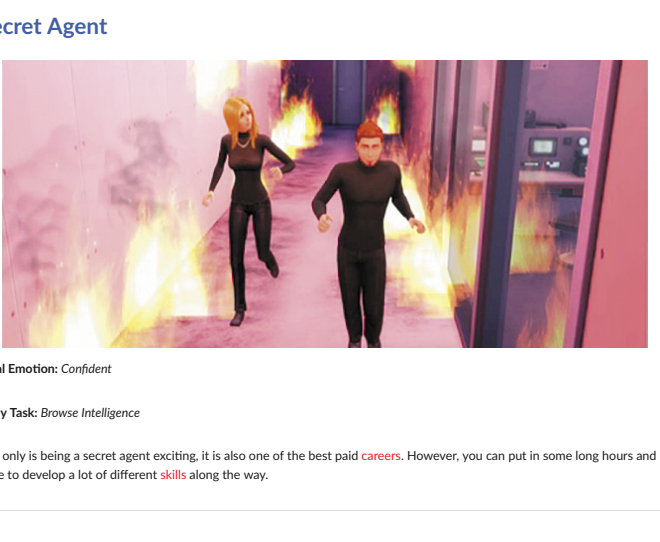
Daily Task: *View Paintings*

When you choose to follow this branch, you also need to begin working on Charisma as well as your Painting skill. However, instead of creating Masterpieces, you only need to own them—though it does not mean you can't paint them yourself instead of buying them.

Tip

No matter which branch you choose, Painter Extraordinaire is the perfect Aspiration for this career. Because you will spend a lot of time painting at home, it is a good idea to devote an entire room in your home to a studio. Fill it with your paintings and items that can put out an emotional aura. Painters sometimes need to be in a specific emotion to create different types of paintings, and these objects can help create those emotional states.

Secret Agent



Ideal Emotion: *Confident*

Daily Task: *Browse Intelligence*

Not only is being a secret agent exciting, it is also one of the best paid careers. However, you can put in some long hours and have to develop a lot of different skills along the way.

Career

Level	Position	Workdays	Start Time	Length of Day	Average Hourly Pay	Daily Pay	Weekly Pay	Requirements for Promotion	Reward Items for Promotion
1	Agency Clerk	M, T, W, TH, F	7 AM	8 hours	§17	§136	§680	Browse intelligence database on a computer	The Swiveler
2	Intelligence Researcher	M, T, W, TH, F	7 AM	8 hours	§19	§152	§760	Reach level 2 Programming skill	Reconnaissance Workstation
3	Agent Handler	M, T, W, TH, F	8 AM	8 hours	§21	§168	§840	Reach level 2 Charisma skill, have 3 friends	N/A
4	Field Agent	M, T, W, TH	10 AM	8 hours	§37	§296	§1,184	Reach level 3 Fitness skill, do intelligence research for 2 hours	Nerves of Steel Desk Lamp
5	Lead Detective	M, T, W, TH	10 AM	9 hours	§47	§423	§1,692	Reach level 4 Charisma skill, have 5 friends	Tactical Map
6	Government Agent	M, T, W, TH	10 AM	9 hours	§52	§468	§1,872	Reach level 5 Fitness skill, reach level 3 Programming skill	Hidden Bookcase Door
7	Secret Agent	SU, T, TH	2 PM	8 hours	§87	§696	§2,088	Reach level 5 Charisma skill, investigate 3 Sims	Spy Satellite or Evil Am Eye Swiveler

Career—Diamond Agent Branch

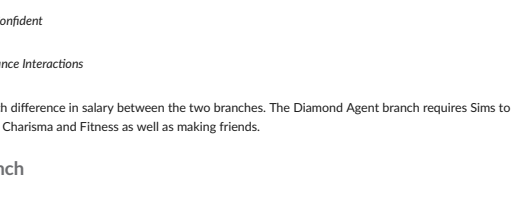
Level	Position	Workdays	Start Time	Length of Day	Average Hourly Pay	Daily Pay	Weekly Pay	Requirements for Promotion	Reward Items for Promotion
8	Spy Captain	SU, W, TH	2 PM	8 hours	§173	§1,384	§4,152	Reach level 7 Fitness skill, reach level 7 Charisma skill	Information Database
9	Shadow Agent	SU, T, W, TH	2 PM	9 hours	§208	§1,872	§7,488	Reach level 8 Charisma skill, reach level 8 Fitness skill, have 8 friends	N/A
10	Double Diamond Agent	SU, T, TH	9 AM	15 hours	§284	§4,260	§12,780	N/A	N/A

Career—Villain Branch

Level	Position	Workdays	Start Time	Length of Day	Average Hourly Pay	Daily Pay	Weekly Pay	Requirements for Promotion	Reward Items for Promotion
8	Double Agent	SU, T, F	2 PM	8 hours	§191	§1,528	§4,584	Reach level 5 Mischief skill, reach level 6 Fitness skill	Commemorative Freeze Ray
9	Supreme Villain	SU, T, W, F	2 PM	6 hours	§278	§1,668	§6,672	Max Mischief skill to level 10, reach level 6 Programming skill, expose 3 super villains	Our Founder Statue
10	Triple Agent	SU, M, T, W, F	2 PM	5 hours	§515	§2,575	§12,875	N/A	N/A

Secret agents definitely need a computer for their job. Not only do they need to develop the Programming skill and complete different tasks on the computer, they also need to develop both the Charisma and Fitness skills. As they socialize, they should work on creating friends.

Diamond Agent Branch

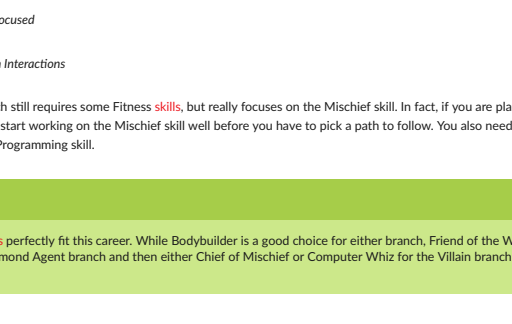


Ideal Emotion: *Confident*

Daily Task: *Romance Interactions*

There is not much difference in salary between the two branches. The Diamond Agent branch requires Sims to continue working on both Charisma and Fitness as well as making friends.

Villain Branch



Ideal Emotion: *Focused*

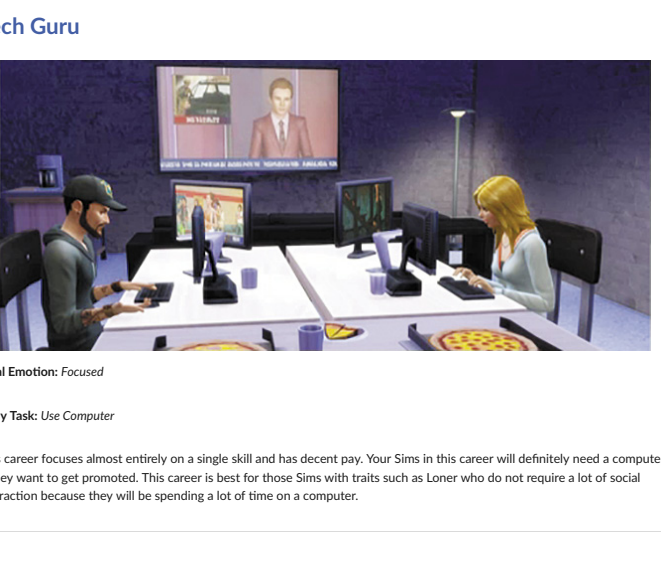
Daily Task: *Mean Interactions*

The Villain branch still requires some Fitness skills, but really focuses on the Mischief skill. In fact, if you are planning on going into this branch, start working on the Mischief skill well before you have to pick a path to follow. You also need to continue working on the Programming skill.

Tip

No Aspirations perfectly fit this career. While Bodybuilder is a good choice for either branch, Friend of the World is a good choice for Diamond Agent branch and then either Chief of Mischief or Computer Whiz for the Villain branch.

Tech Guru



Ideal Emotion: *Focused*

Daily Task: *Use Computer*

This career focuses almost entirely on a single skill and has decent pay. Your Sims in this career will definitely need a computer if they want to get promoted. This career is best for those Sims with traits such as Loner who do not require a lot of social interaction because they will be spending a lot of time on a computer.

Career

Level	Position	Workdays	Start Time	Length of Day	Average Hourly Pay	Daily Pay	Weekly Pay	Requirements for Promotion	Reward Items for Promotion
1	Live Chat Support Agent	T, W, TH, F, S	10 AM	8 hours	§31	§248	§1,240	Play video games for 4 hours	Stainless Steel Auto-Pot
2	Quality Assurance	M, T, W, TH, F	10 AM	9 hours	§38	§342	§1,710	Reach level 2 Programming skill, practice programming for 4 hours	Computer Hard Drive
3	Code Monkey	M, T, W, TH, F	10 AM	9 hours	§47	§423	§2,115	Reach level 3 Programming skill, make a plugin on the computer	The Sentinel
4	Ace Engineer	T, W, TH, F, S	9 AM	8 hours	§63	§504	§2,520	Reach level 4 Programming skill, mod 2 games	The Hipster Hugger
5	Project Manager	M, T, W, TH, F	9 AM	8 hours	§73	§584	§2,920	Reach level 5 Programming skill, make 3 plugins on the computer	Innovator's Award for Excellence in Science
6	Development Captain	M, T, W, TH, F	9 AM	8 hours	§78	§624	§3,120	Reach level 6 Programming skill, complete 2 freelance jobs	A Stroke of Genius or Stack of CDs

Career—Start Up Entrepreneur Branch

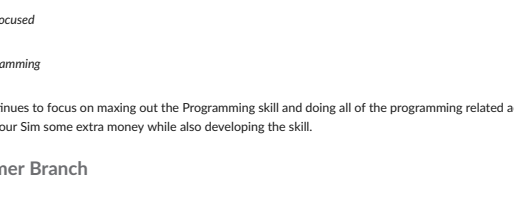
Level	Position	Workdays	Start Time	Length of Day	Average Hourly Pay	Daily Pay	Weekly Pay	Requirements for Promotion	Reward Items for Promotion
7	The Next Big Thing	M, T, W, TH, F	10 AM	7 hours	§98	§686	§3,430	Reach level 8 Programming skill, earned §250 from mobile apps	Minimalist Unplant
8	Independent Consultant	M, T, TH, S	10 AM	6 hours	§185	§1,110	§4,440	Reach level 9 Programming skill, earned §2,000 from mobile apps	N/A
9	Dot-Com Pioneer	M, T, F	10 AM	7 hours	§318	§2,226	§6,678	Reach level 10 Programming skill, make §2,000 from games	Plasmatron 3000 Flat Screen TV
10	Start Up Genius	M, T, F	10 AM	5 hours	§525	§2,625	§7,875	N/A	N/A

Career—eSport Gamer Branch

Level	Position	Workdays	Start Time	Length of Day	Average Hourly Pay	Daily Pay	Weekly Pay	Requirements for Promotion	Reward Items for Promotion
7	eSports Competitor	M, TH, F, S	2 PM	9 hours	§121	§1,089	§4,356	Reach level 3 Video Gaming skill, place in a video game tournament	"Revanne" Poster
8	Pro Gamer	M, W, TH, F	5 PM	7 hours	§194	§1,358	§5,432	Reach level 6 Video Gaming skill, place in 3 video game tournaments	Top Secret Computer
9	APM Queen/King	T, TH, F, S	4 PM	6 hours	§261	§1,566	§6,264	Reach level 9 Video Gaming skill, have 30,000 fans from livestreaming	PriorPerfection Motion Sensor Game Mat
10	Champion Gamer	T, TH, F, S	4 PM	6 hours	§356	§2,136	§8,544	N/A	N/A

Tech Gurus need to develop the Programming skill and focus almost entirely on that skill and the different actions related to it. Invest in the best computer that you can as early as you can afford it. You want something reliable because you don't want to have to repair or replace it when it breaks down. In addition to programming, video gaming can be a good way for these Sims to have fun.

Start Up Entrepreneur Branch

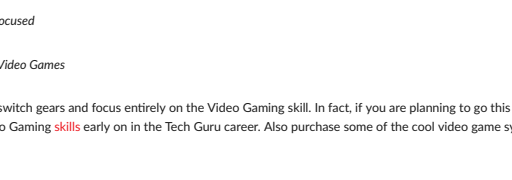


Ideal Emotion: *Focused*

Daily Task: *Programming*

This branch continues to focus on maxing out the Programming skill and doing all of the programming related actions. Many of these can earn your Sim some extra money while also developing the skill.

eSport Gamer Branch



Ideal Emotion: *Focused*

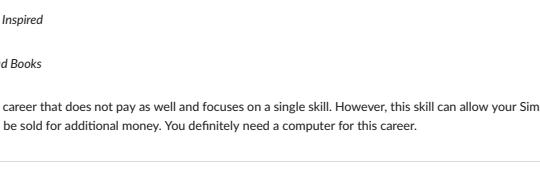
Daily Task: *Play Video Games*

For this branch, switch gears and focus entirely on the Video Gaming skill. In fact, if you are planning to go this route, start working on Video Gaming skills early on in the Tech Guru career. Also purchase some of the cool video game systems for your home.

Tip

Computer Whiz is hands down the best Aspiration for Sims in the Tech Guru career. You might even want to create a small study in your home—if you don't already have one—where your Sim has a nice desk and chair along with a top-of-the-line computer to do his or her work.

Writer



Ideal Emotion: *Inspired*

Daily Task: *Read Books*

This is another career that does not pay as well and focuses on a single skill. However, this skill can allow your Sims to create things that can be sold for additional money. You definitely need a computer for this career.

Career

Level	Position	Workdays	Start Time	Length of Day	Average Hourly Pay	Daily Pay	Weekly Pay	Requirements for Promotion	Reward Items for Promotion
1	Writer's Assistant	SU, M, W, F	11 AM	8 hours	§25	§200	§800	Practice writing for 3 hours	Milton Word Processor
2	Blogger	SU, M, W, F	11 AM	8 hours	§32	§256	§1,024	Reach level 2 Writing skill, write a book	Still Life with Apple and Pitcher and Books and Bottles and Flowers
3	Freelance Article Writer	SU, M, T, TH	9 AM	8 hours	§38	§304	§1,216	Reach level 3 Writing skill, self-publish 4 books	The Thinker
4	Advice Columnist	SU, M, T, TH	9 AM	8 hours	§44	§352	§1,408	Reach level 4 Writing skill, write 3 books	An Open Book, Framed
5	Regular Contributor	M, T, W, F	8 AM	8 hours	§50	§400	§1,600	Reach level 5 Writing skill, self-publish 2 books	Antique Tomes

Career—Author Branch

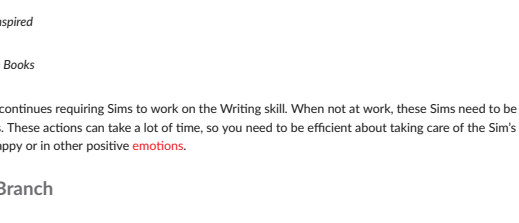
Level	Position	Workdays	Start Time	Length of Day	Average Hourly Pay	Daily Pay	Weekly Pay	Requirements for Promotion	Reward Items for Promotion
6	Short Story Writer	SU, W, TH, F, S	1 PM	8 hours	§60	§480	§2,400	Reach level 7 Writing skill, have earned §500 publishing books	N/A
7	Novelist	SU, W, TH, S	1 PM	7 hours	§115	§805	§3,220	Reach level 8 Writing skill, write 5 books	Nom de Plume Quill Pen
8	Fan Favorite	SU, W, TH, S	12 PM	5 hours	§202	§1,010	§4,040	Reach level 9 Writing skill, have earned §2,500 publishing books	The Muse
9	Bestselling Author	T, W, S	12 PM	5 hours	§296	§1,480	§4,440	Max Writing skill to level 10, submit 5 books to literary digests	Door of Perception
10	Creator of Worlds	T, S	12 PM	6 hours	§465	§2,790	§5,580	N/A	N/A

Career—Journalist Branch

Level	Position	Workdays	Start Time	Length of Day	Average Hourly Pay	Daily Pay	Weekly Pay	Requirements for Promotion	Reward Items for Promotion
6	Page Two Journalist	M, T, W, TH, F	8 AM	8 hours	§56	§448	§2,240	Reach level 7 Writing skill, reach level 2 Charisma skill, write 3 articles	Antique Writer's Desk
7	Front Page Writer	M, T, W, TH, F	8 AM	7 hours	§83	§581	§2,905	Reach level 8 Writing skill, reach level 3 Charisma skill, write 5 articles	The Where Should I Go? Ball
8	Investigative Journalist	M, T, W, TH	9 AM	7 hours	§145	§1,015	§4,060	Reach level 9 Writing skill, reach level 4 Charisma skill, have earned §500 from articles	Antique Typewriter
9	Editor-In-Chief	M, T, W, TH	9 AM	7 hours	§189	§1,323	§5,292	Max Writing skill to level 10, reach level 5 Charisma skill, have earned §2,500 from articles	Deep Thoughts Bookcase
10	Scribe of History	M, T, W, TH	10 AM	6 hours	§287	§1,722	§6,888	N/A	N/A

Writers need to work on the Writing skill non-stop because their entire career is based on this skill. As soon as you can afford it, purchase the best computer you can. You want one that is reliable because you will be using it a lot at home.

Author Branch

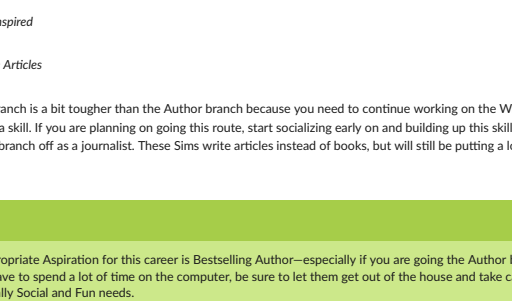


Ideal Emotion: *Inspired*

Daily Task: *Write Books*

This branch just continues requiring Sims to work on the Writing skill. When not at work, these Sims need to be writing and publishing books. These actions can take a lot of time, so you need to be efficient about taking care of the Sim's needs and keeping them Happy or in other positive emotions.

Journalist Branch



Ideal Emotion: *Inspired*

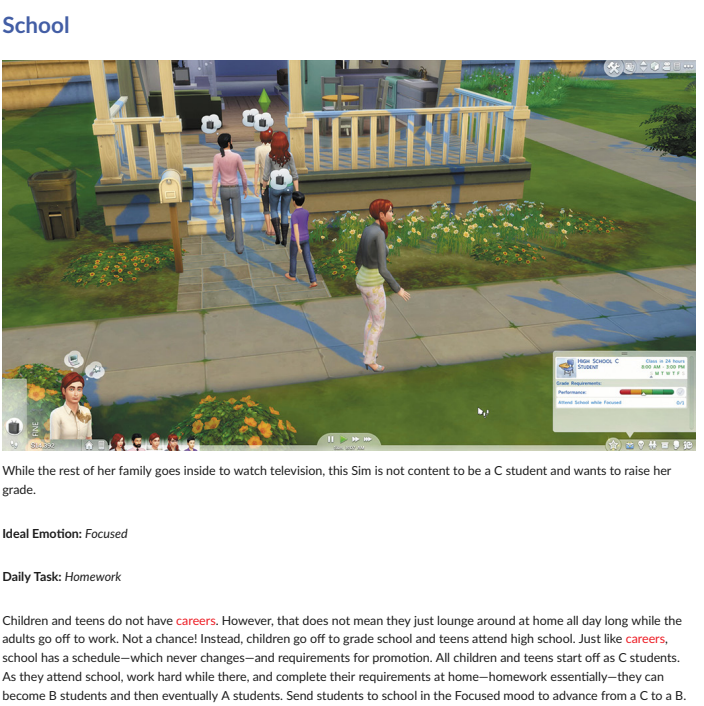
Daily Task: *Write Articles*

The Journalist branch is a bit tougher than the Author branch because you need to continue working on the Writing skill, and add the Charisma skill. If you are planning on going this route, start socializing early on and building up this skill before the point when you branch off as a journalist. These Sims write articles instead of books, but will still be putting a lot of time on the computer.

Tip

The most appropriate Aspiration for this career is Bestselling Author—especially if you are going the Author branch. While Writer Sims have to spend a lot of time on the computer, be sure to let them get out of the house and take care of their needs, especially Social and Fun needs.

School



While the rest of her family goes inside to watch television, this Sim is not content to be a C student and wants to raise her grade.

Ideal Emotion: *Focused*

Daily Task: *Homework*

Children and teens do not have careers. However, that does not mean they just lounge around at home all day long while the adults go off to work. Not a chance! Instead, children go off to grade school and teens attend high school. Just like careers, school has a schedule—which never changes—and requirements for promotion. All children and teens start off as C students. As they attend school, work hard while there, and complete their requirements at home—homework essentially—they can become B students and then eventually A students. Send students to school in the Focused mood to advance from a C to a B. Performing a Daily Task and heading to school with the Ideal Emotion will benefit students at school, too!

Grade School

Level	Workdays	Start Time	Length of Day	Requirements for Promotion
C Student	M, T, W, TH, F	8AM	7 hours	Get 2 skills to level 4, attend school while Focused
B Student	M, T, W, TH, F	8 AM	7 hours	Get 4 skills to level 4, do extra credit work 3 times
A Student	M, T, W, TH, F	8 AM	7 hours	N/A

High School

Level	Workdays	Start Time	Length of Day	Requirements for Promotion
C Student	M, T, W, TH, F	8 AM	7 hours	Attend school while Focused
B Student	M, T, W, TH, F	8 AM	7 hours	Do extra credit work 3 times
A Student	M, T, W, TH, F	8 AM	7 hours	N/A

Tip

To advance to a B student, children and teens need to go to school in a Focused emotion. Therefore, have them have them browse SimPedia prior to school starting. You only have to do this once while they are a C student to complete this requirement, so don't feel like you have to do it every day.

Part-Time Jobs

Ideal Emotion: *Ambitious*

In addition to school, Teens can get part-time jobs to earn a little extra spending money. There are five part-time jobs available to any Sims that are Teen or older, and these will appear in the Find a Job menu. Each part-time job consists of three levels. Here are the part-time jobs that you can choose from:

Babysitter

Level	Position	Workdays	Start Time	Length of Day	Average Hourly Pay	Daily Pay	Weekly Pay	Requirements for Promotion	Reward Items for Promotion
1	Baby Sitter	S, Su	6PM	6 hours	§33	§198	§396	Reach Level 2 Charisma Skill	N/A
2	Nanny	S, Su	6PM	6 hours	§40	§240	§480	Reach Level 4 Charisma Skill	N/A
3	Daycare Assistant	S, Su	6PM	6 hours	§48	§288	§576	N/A	N/A

Barista

Level	Position	Workdays	Start Time	Length of Day	Average Hourly Pay	Daily Pay	Weekly Pay	Requirements for Promotion	Reward Items for Promotion
1	Coffee Stain Remover	M, T, W, TH, F	5AM	2 hours	§28	§56	§280	Reach Level 2 Mixology Skill	N/A
2	Bean Blender	M, T, W, TH, F	5AM	2 hours	§41	§82	§410	Reach Level 4 Mixology Skill	N/A
3	Latte Artiste	M, T, W, TH, F	5AM	2 hours	§62	§124	§620	N/A	N/A

Fast Food Employee

Level	Position	Workdays	Start Time	Length of Day	Average Hourly Pay	Daily Pay	Weekly Pay	Requirements for Promotion	Reward Items for Promotion
1	Table Cleaner	Su, W, Th, F, S	5PM	4 hours	§16	§64	§320	Reach Level 2 Cooking Skill	N/A
2	Fry Cook	T, W, Th, F, S	5PM	4 hours	§18	§72	§360	Reach Level 2 Charisma Skill	N/A
3	Food Service Cashier	M, T, W, Th, F	5PM	4 hours	§20	§80	§400	N/A	N/A

Manual Labor

Level	Position	Workdays	Start Time	Length of Day	Average Hourly Pay	Daily Pay	Weekly Pay	Requirements for Promotion	Reward Items for Promotion
1	Lawn Mower	S, Su	7AM	5 hours	§45	§225	§450	Achieve level 2 Gardening Skill	N/A
2	Landscaper	S, Su	7AM	5 hours	§59	§295	§590	Achieve level 4 Gardening Skill	N/A
3	Backhoe Operator	S, Su	7AM	5 hours	§70	§350	§700	N/A	N/A

Retail Employee

Level	Position	Workdays	Start Time	Length of Day	Average Hourly Pay	Daily Pay	Weekly Pay	Requirements for Promotion	Reward Items for Promotion
1	Shelf Stocker	T, W, Th, F, S	6PM	4 hours	§33	§132	§660	Reach Level 2 Charisma Skill	N/A
2	Sales Floor Clerk	T, W, Th, F, S	6PM	4 hours	§40	§160	§800	Reach Level 4 Charisma Skill	N/A
3	Customer Support	M, T, W, Th, F	6PM	4 hours	§48	§192	§960	N/A	N/A

Family and Work Scheduling

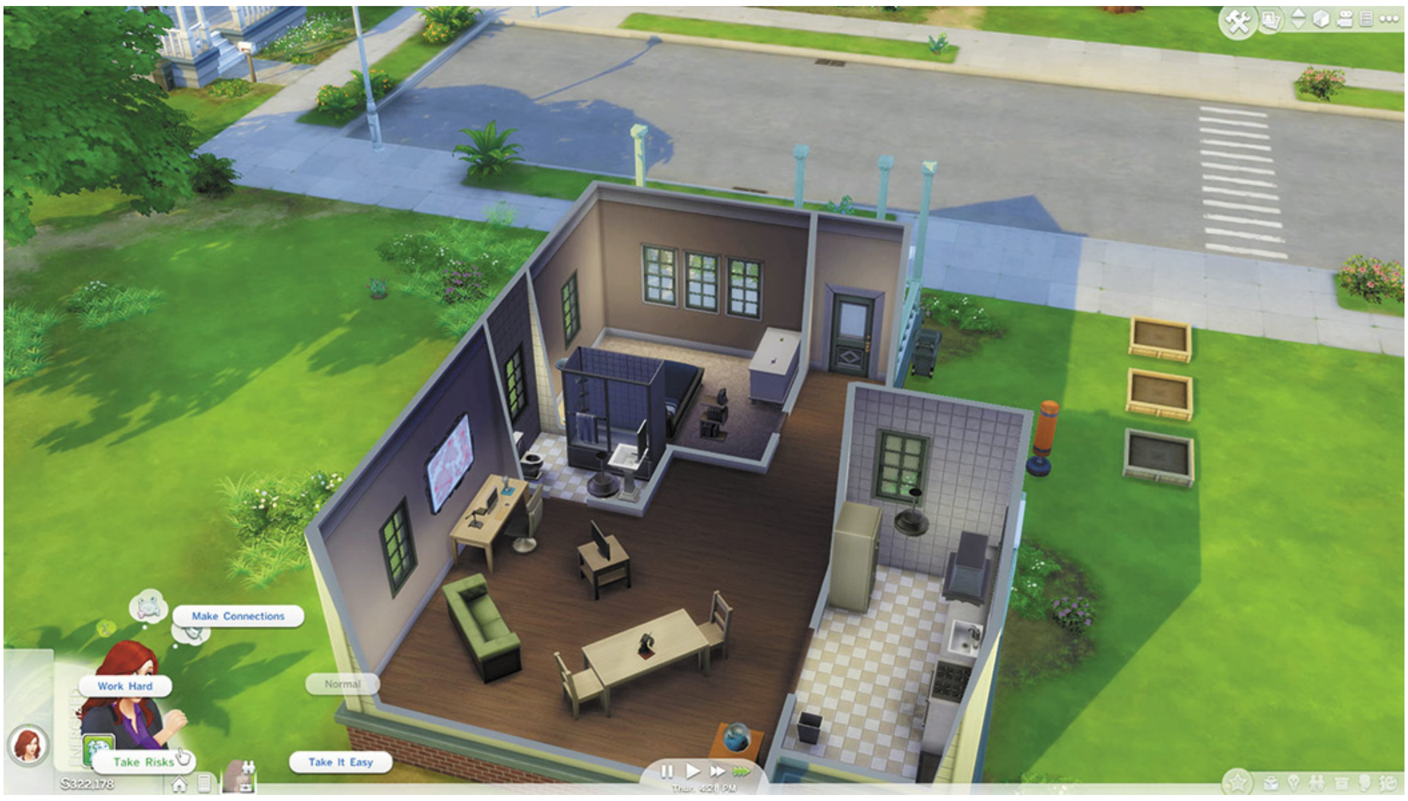
While any career will work for a single Sim, when you have a family or household of Sims, it is important to select careers that allow for the Sims in the household to be together. If there are children or teens, their schedules are set and do not change. They go to school Monday through Friday from 8 AM until 3 PM. Therefore, you may want to have at least one of the parents work a similar schedule so someone is home when the kids are home. Maybe make sure that the family is home on the weekends together or can have dinner together most nights. Just as in real life, scheduling a family of Sims can be tough.

Along those same lines, some Sims may really be into hobbies such as collecting or fishing. They may want to pick careers that don't require a lot of time so they can spend more time on their hobbies. Some may need just enough work to pay the bills. Plus some hobbies can actually make money for Sims as they sell things that they collect or catch. Because most careers start out pretty busy, look at how many days a week some of the careers require as you get promoted. Authors (Writing) can get down to only two days a week while mixologists (Culinary) and comedians (Entertainer) only have to work three days a week once they get in the higher levels. These are good jobs with decent pay but lots of free time.

Get a Job

Going to Work

Unlike early *The Sims* games, in *The Sims 4*, there are no buildings in town that your Sims actually travel to for their work, and they don't get picked up by a car. Instead, when it is time for work, they change into an outfit for their career—if required and provided by that career—and walk to the curb where they disappear for a number of hours. Then when their shift is completed, the Sims return home—usually with some needs that require tending after a long day at work.



How hard do you want your Sim to work? You decide!

While at work, you can not directly control your Sim or even access their informational windows in the lower right corner of the screen. However, you can set the tone of their work efforts. While each career has some different tones, they are all very similar. To select a tone, locate the Sim's small portrait at the screen's bottom left side and click on little Briefcase icon to open a menu of options. The default tone is normal where the Sim does a moderate amount of work and his or her needs decay at a normal rate. If you move the cursor over each tone, it gives you a description of the effects of the tone. Usually two or more tones will decrease the amount of work your Sim does, but help build up needs such as Social or Fun. While you can take it easier, you can also choose to work harder. There are one or two of these options as well. By working harder, your Sim will progress faster toward promotion. However, he or she may become Tense and this can decrease Energy, Social, and Fun needs more quickly depending on the tone you select.

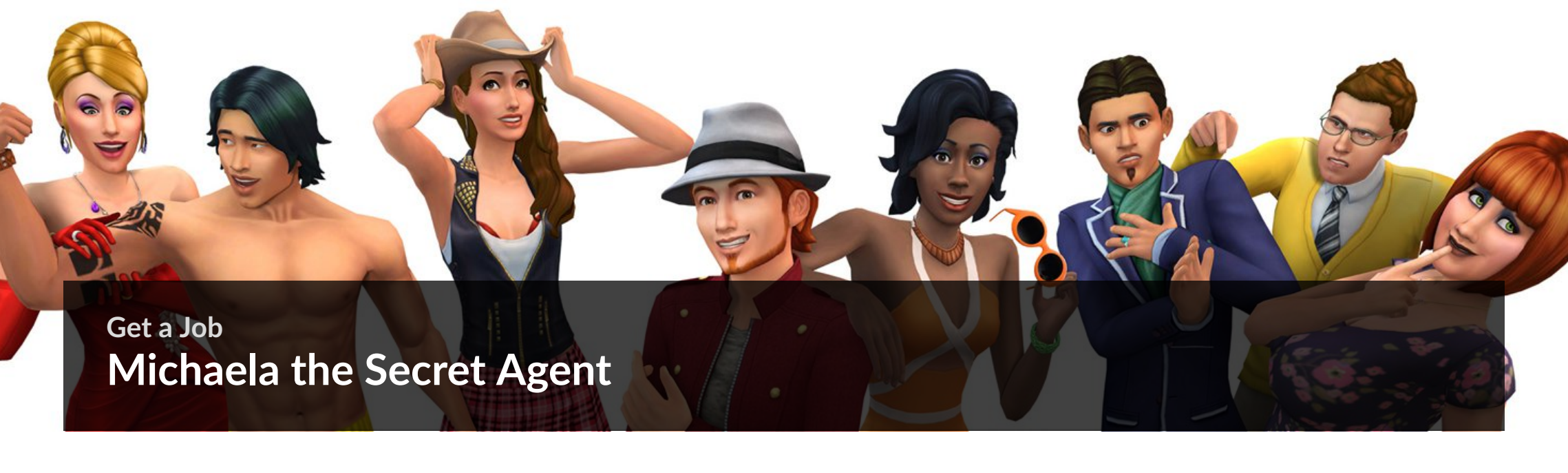
Tip

If you want to get promoted as quickly as possible, have your Sim work harder. However, be prepared to spend some time getting all their needs as close to maxed out before work and then helping get them back up after work as well. However, once you get to the highest level of your career, there is no need to work hard anymore, so let your Sims enjoy being at work.

Changing Careers

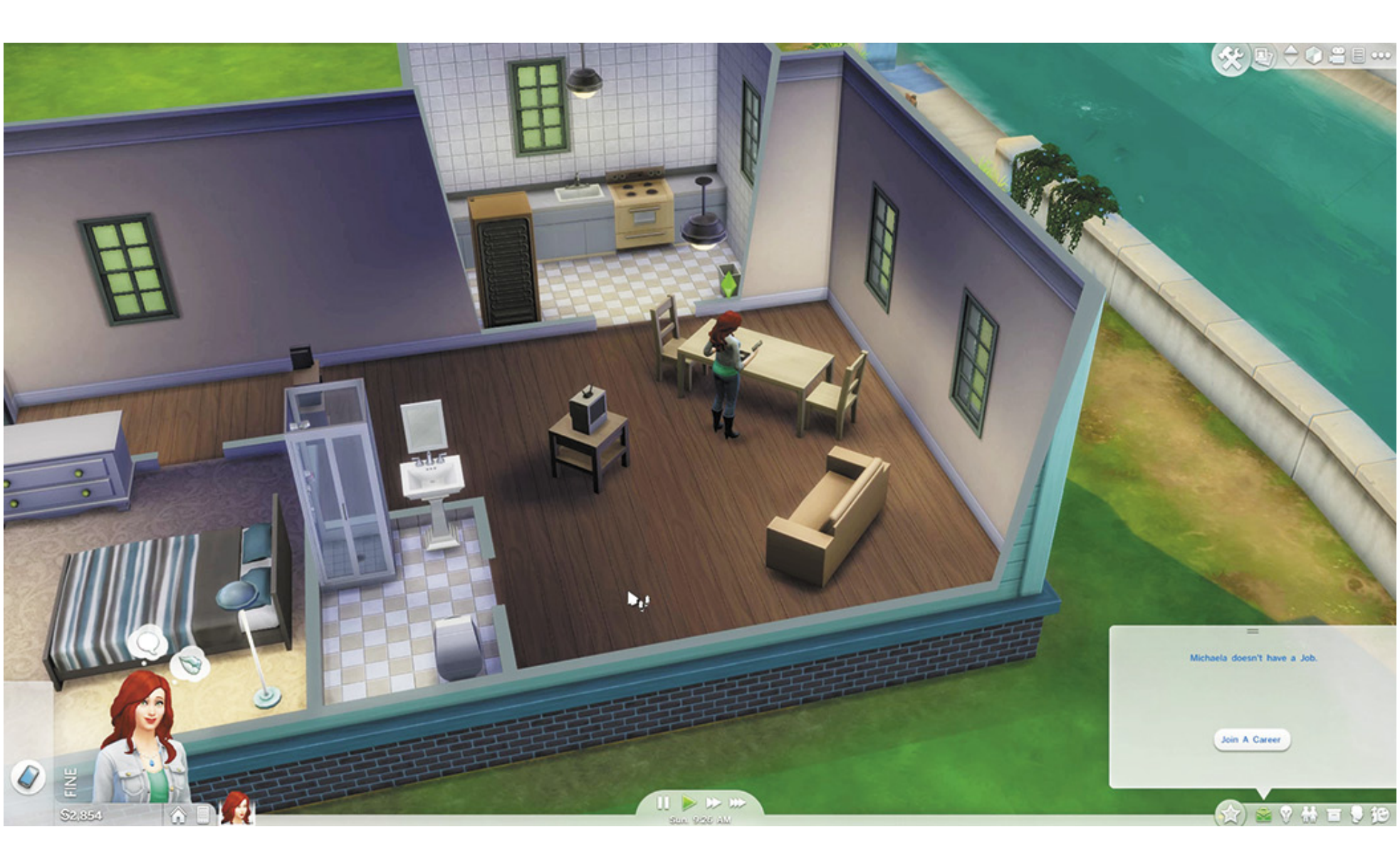
Your Sims are not stuck working in one career for their entire lives. In fact, you can change careers as much as you like. Just use the cell phone to quit your job. Or you can find a new job and when you get it, you can then quit your old job. After reaching level 10 in a career, you may decide you want your Sims to try something new. The downside of starting a new career is that you are likely at a lower level and will be making less money. However, if you find you can't live on this reduced income, you can always see if there is an opening in your previous career. If there is, you can get your old job back.

When you quit and rejoin a Career, you will rejoin at one level below the level you quit at. The level at which you rejoin will continue to decay the longer you are not working in that Career. For example, If you quit the Astronaut Career at level 5 and rejoin the same day, you will be at level 4. If you decided to join two or three days after, you will re-enter at a lower level than that initial day. If you have already chosen a branch in a career, you are stuck in that branch. Unfortunately you can't go back and try the other branch with the same Sim.



Get a Job

Michaela the Secret Agent

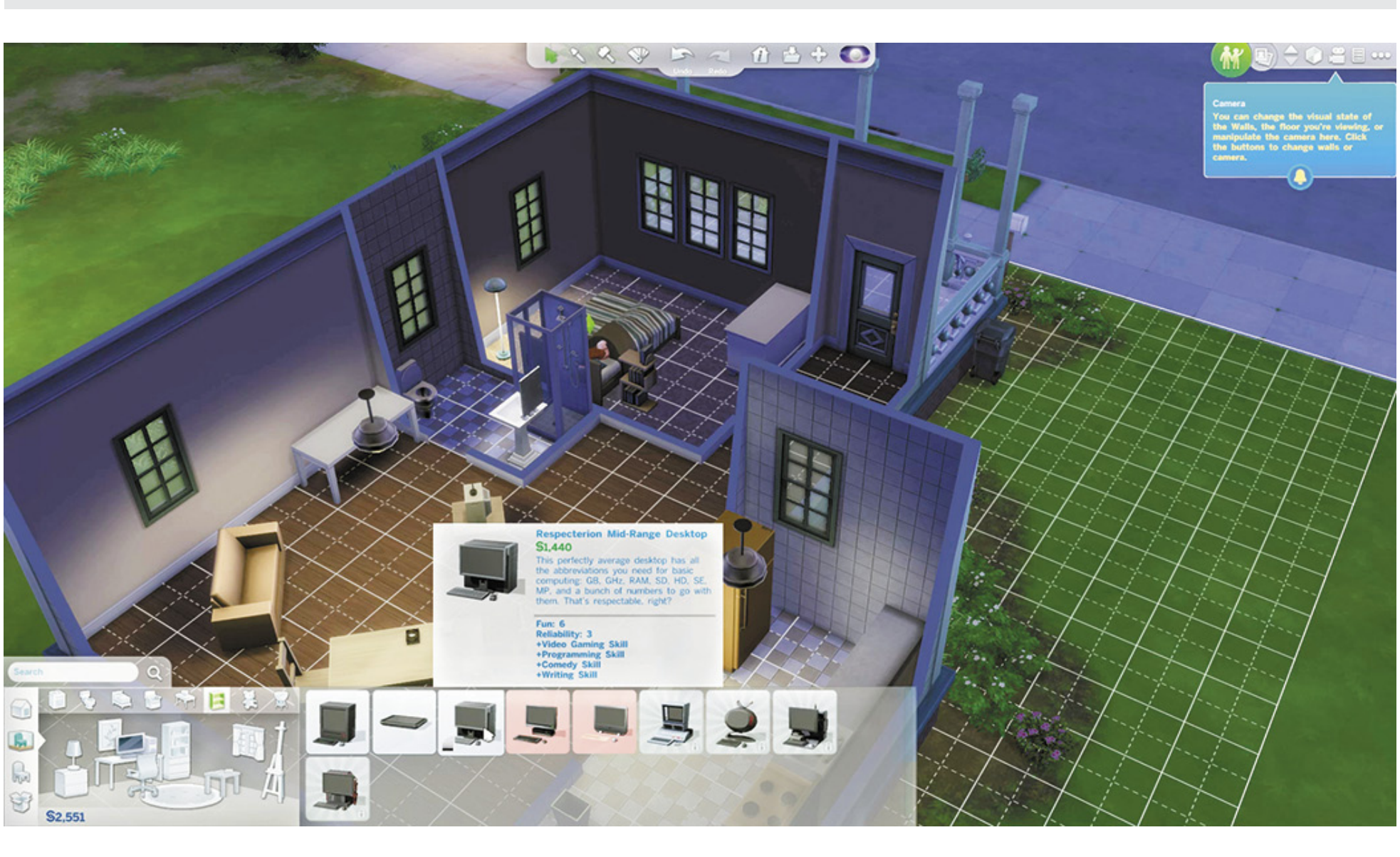


Michaela doesn't have a Job.

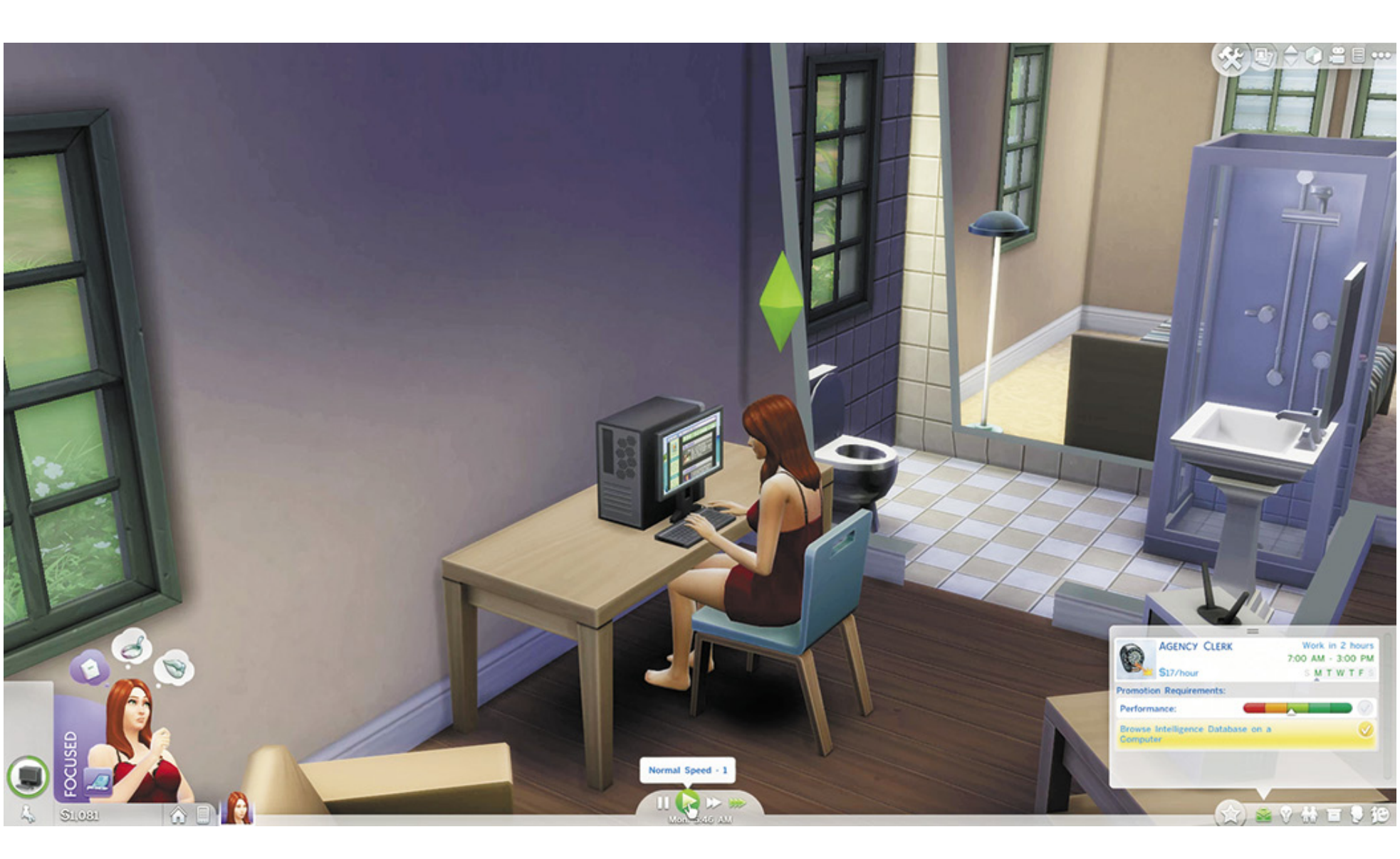
Michaela has just moved into her new home in Willow Creek and is now settled down. While the home is comfy, she would like to expand and decorate it, or eventually get something bigger and better. However, to do that she will need Simoleons. Michaela needed a job. So she pulled out her cell phone and checked to see what job openings she could find. Having worked with food in the past, she decided to skip the Culinary career. While there was an opening as a writer's assistant that could eventually lead to her becoming an author or a journalist, one opening stood out from the rest. It called to her Outgoing and Romantic traits. Though the opening was only for an agency clerk, it was a clerk for an organization of secret agents. So that is what Michaela chose. She would be a secret agent—she just couldn't tell anyone about it.

Retirement

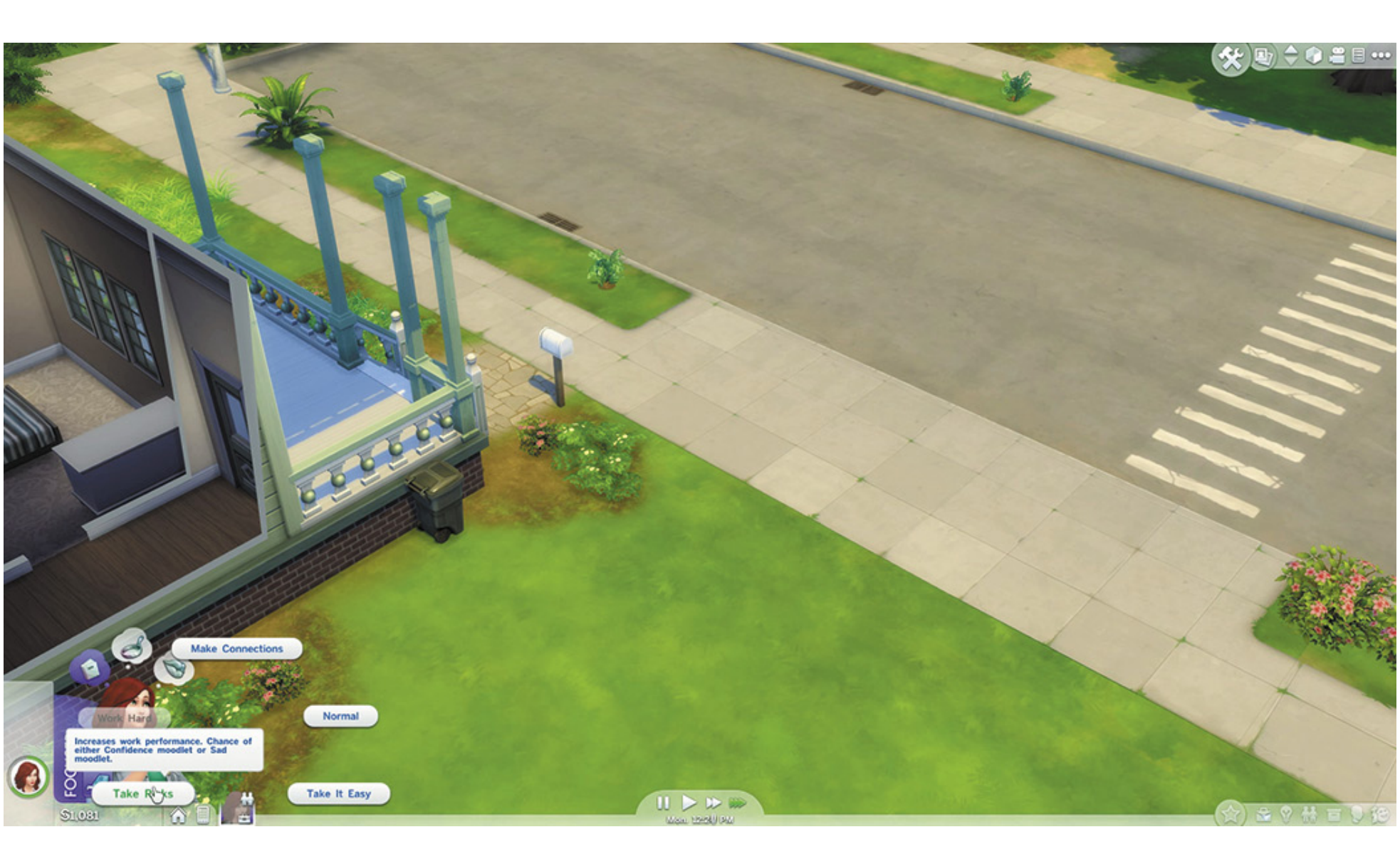
When your Sims age up and become an elder, they can choose to retire. This is a choice on the cell phone for elders who are currently employed. When they retire, Sims do not have to go to work, but still get a weekly pension. The amount of the pension is a percentage of their current salary when they retire. This gives these Sims more time to develop hobbies and enjoy life before the Grim Reaper pays them a visit.



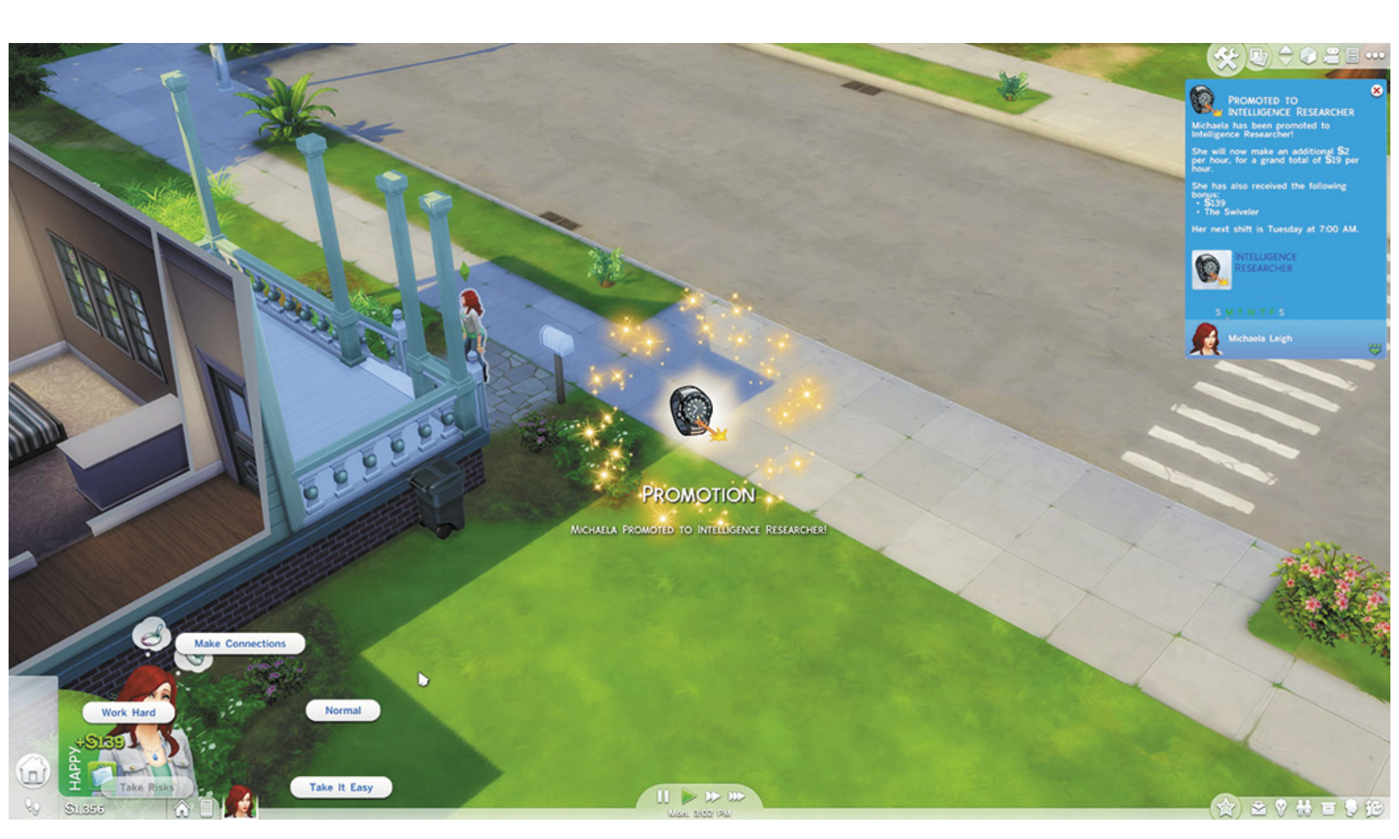
Because this career would require her to work on a computer, she decided to spend some of the money she had remaining after her move to set up a place to work in her house. Her living room had some space along one of the walls, so she purchased a desk and a desk chair. Then she looked at computers. While there were some cheaper models, she wanted something that would be more reliable. Though it cost a bit more than she had wanted to spend, she hoped it would be worth it.

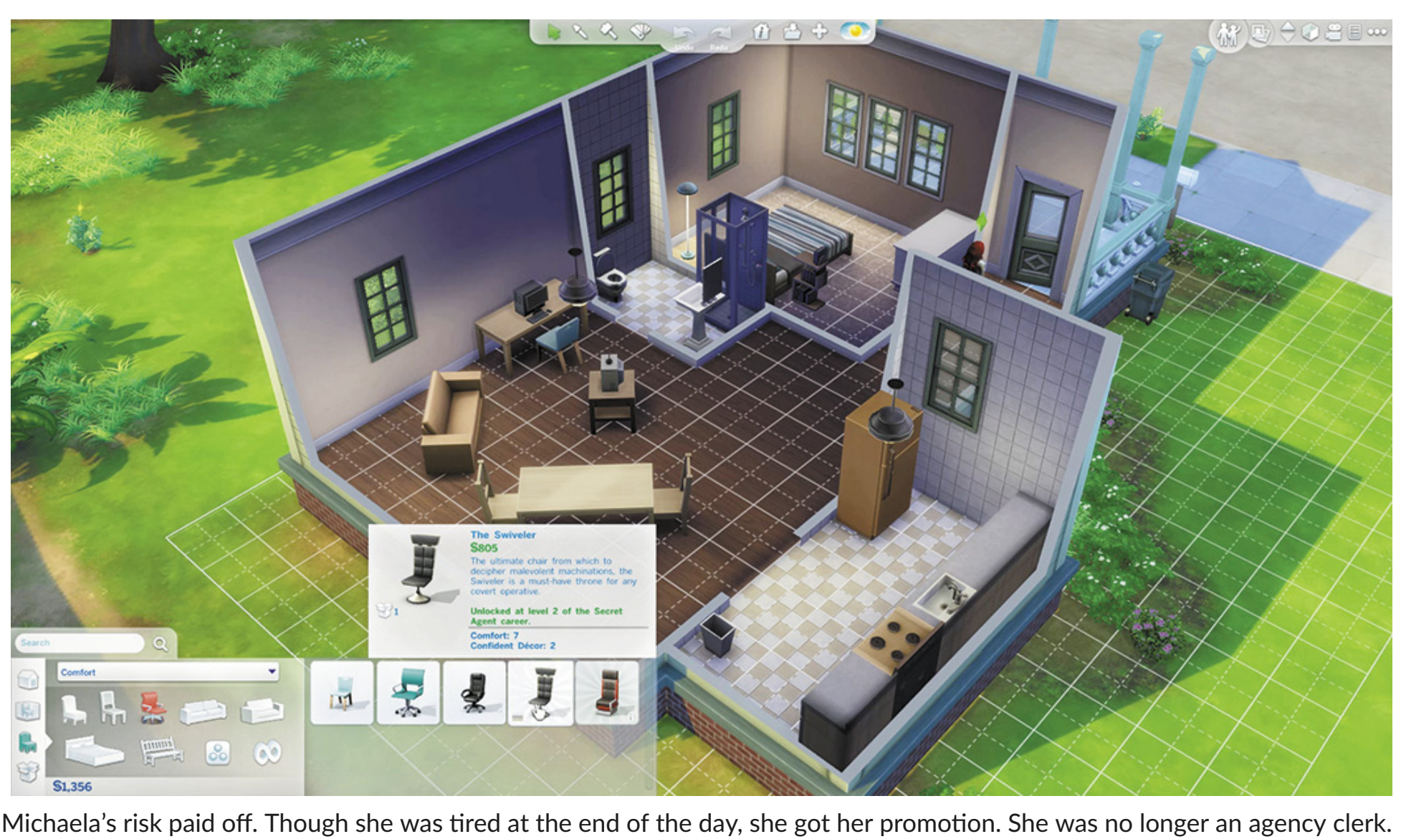


After getting her desk and computer set up, Michaela went to bed early. She had to be at work by 7 AM and wanted to be well rested. She was not all that tired, and got up early. Because she still had several hours until work, Michaela used her new computer to browse the intelligence database—her requirement to get promoted. This changed her emotional state from Happy to Focused and after a quick bite to eat, she was off to her first day of work.

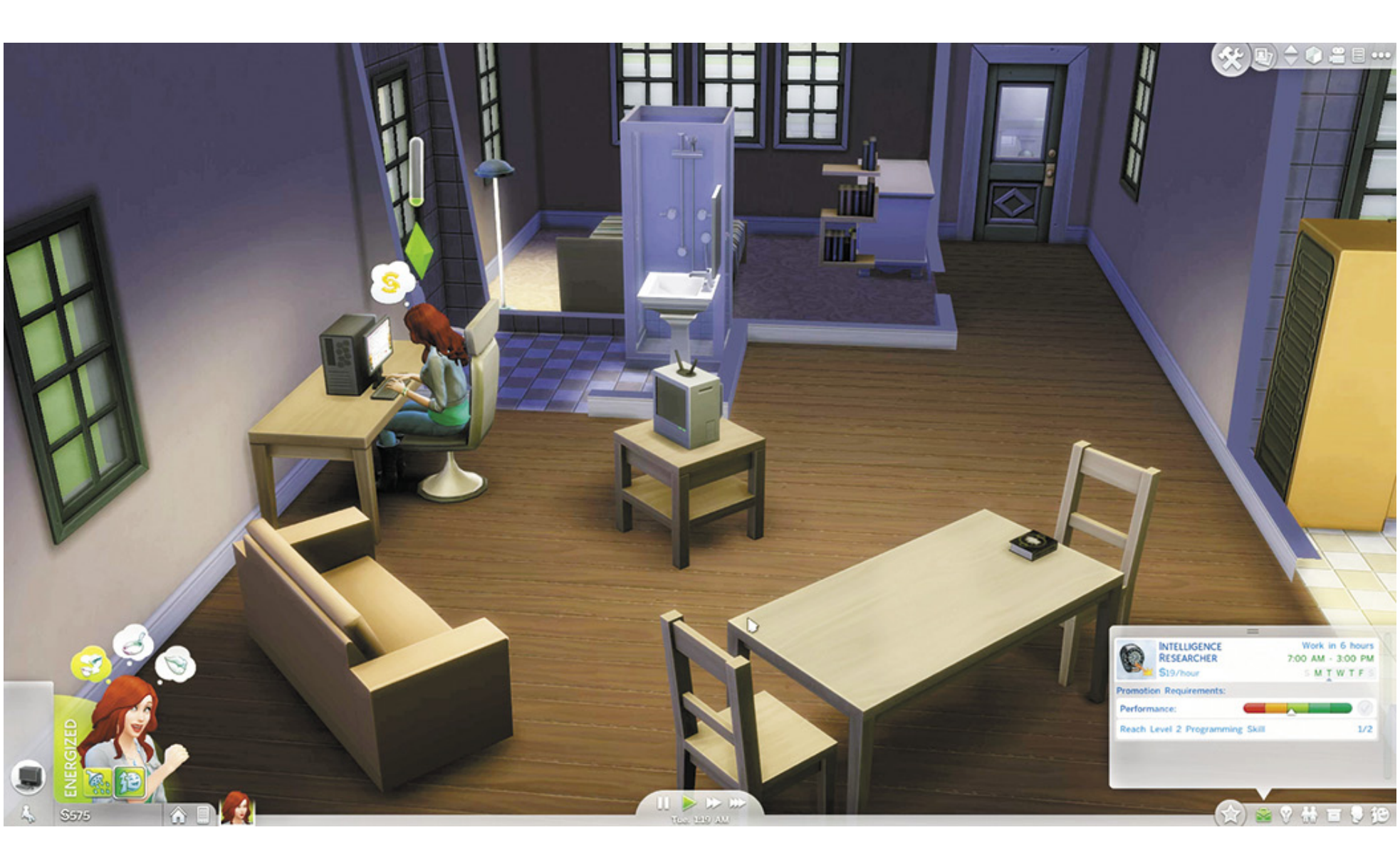


While at work, Michaela really wanted to impress her boss on the first day. Because she came Focused and had taken care of all her needs before work, she decided to take risks with her tone. This increased her work performance, but came at a possible cost—she could leave work either Confident or Sad.



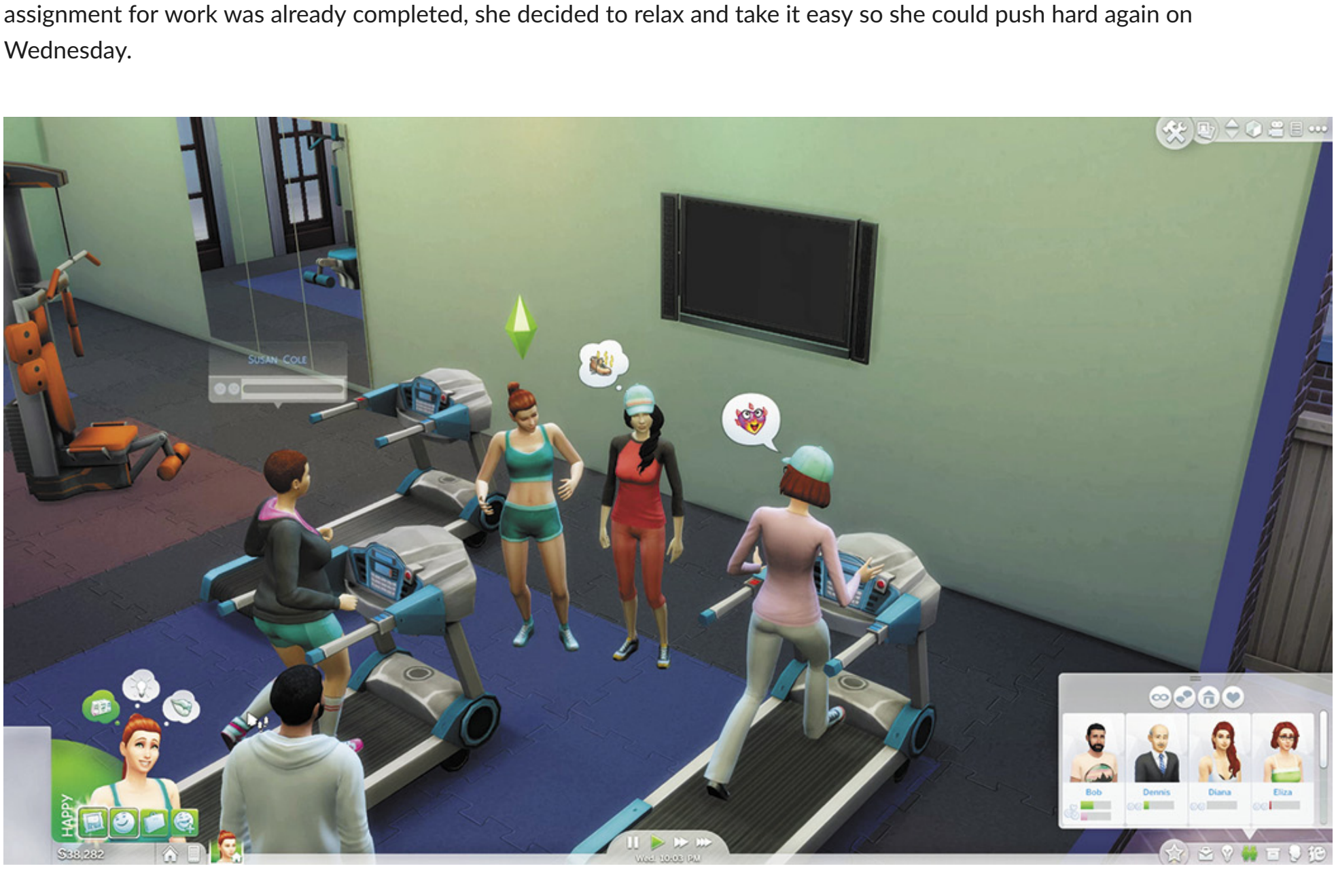


Michaela's risk paid off. Though she was tired at the end of the day, she got her promotion. She was no longer an agency clerk. She was an intelligence researcher. With this promotion, she got a cash bonus, a raise in her hourly pay, and the Swiveler. This was a cool desk chair that she quickly swapped out with her other desk chair. This chair made her look like a secret agent—and when you look like a secret agent, you feel like a secret agent...



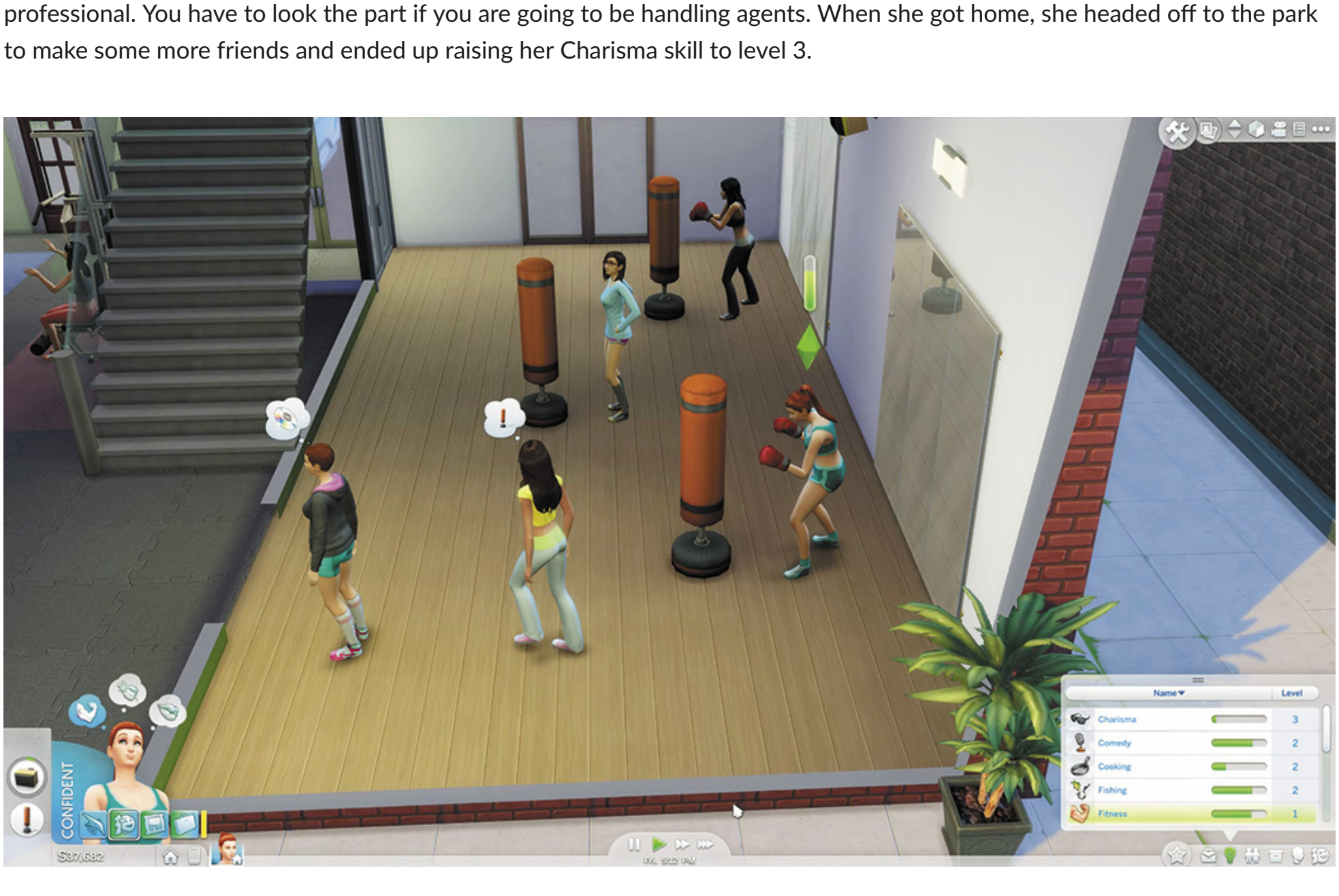
Michaela relaxed with a bit of fishing and digging up rocks after work, had some dinner, and took a brisk shower to get Energized. Then she got back onto the computer. For her next promotion, she need to reach level 2 of the Programming skill. So she started with practicing programming and before she went to bed, had completed her assignment.

The next day, Michaela went off to work and decided to work hard this time. This helped her move toward promotion, but her Fun need took a big hit and she came home feeling stressed. She did not get a promotion on the second day of work, but she sure came close. After relaxing for a bit, Michaela made herself some dinner and then enjoyed her meal. Because her home assignment for work was already completed, she decided to relax and take it easy so she could push hard again on Wednesday.

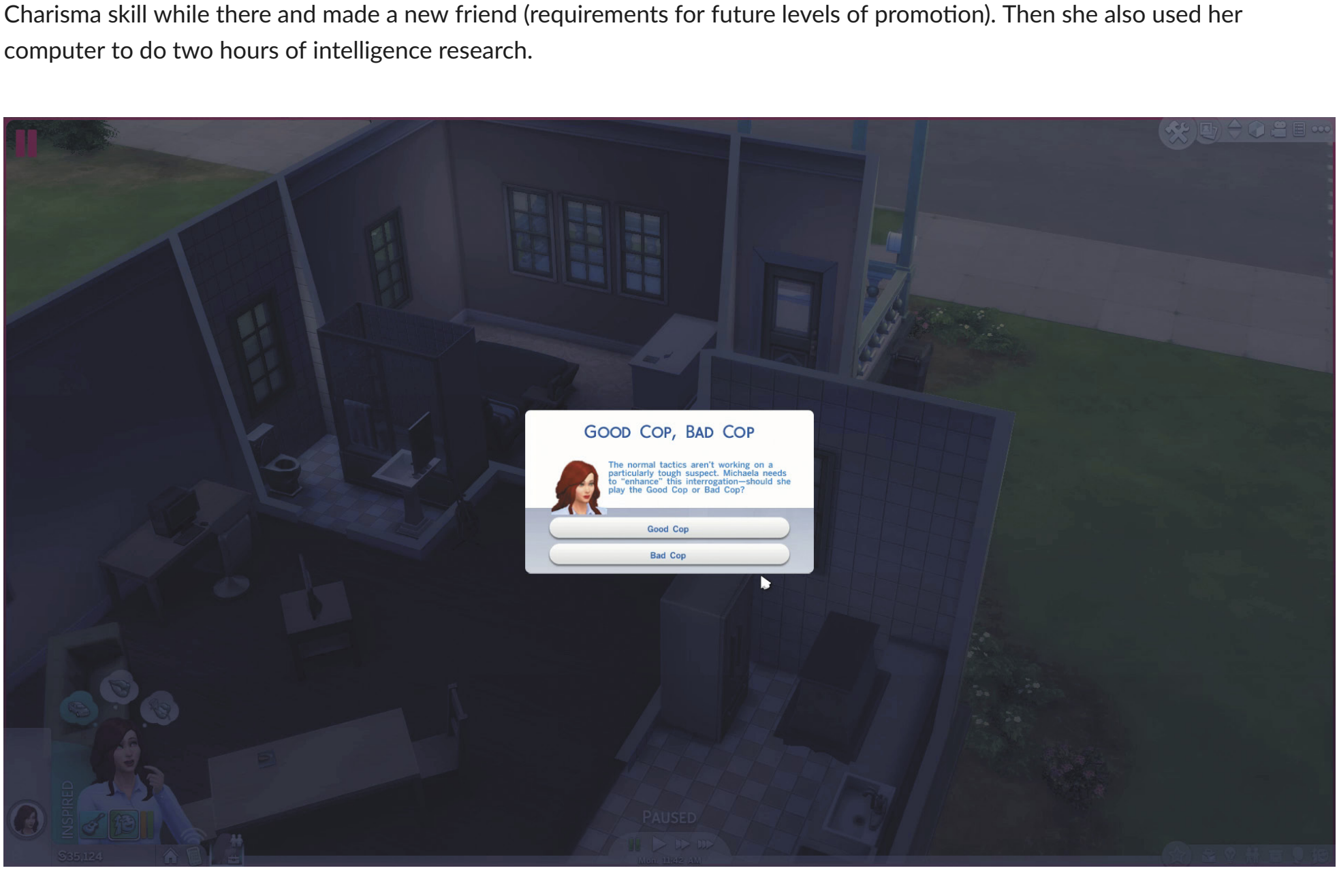


Sure enough, by the time she had finished work Wednesday afternoon, Michaela was now an agent handler. Not only did she get a cash bonus and a raise, but also the Reconnaissance Workstation—a cool new desk to go along with the Swiveler! Her next assignment for promotion was to make three friends and get to level 2 of the Charisma skill. To get the Charisma skill going, she practiced giving a speech in the mirror in her bathroom—not enough to level up, but just to get it in her list of skills. Looking ahead, she realized that secret agents also needed the Fitness skill, so Michaela headed off to the gym to get fit and make friends. She discovered that while on the treadmill, she could also socialize with other Sims. Michaela was pleased that she could be building two skills at the same time.

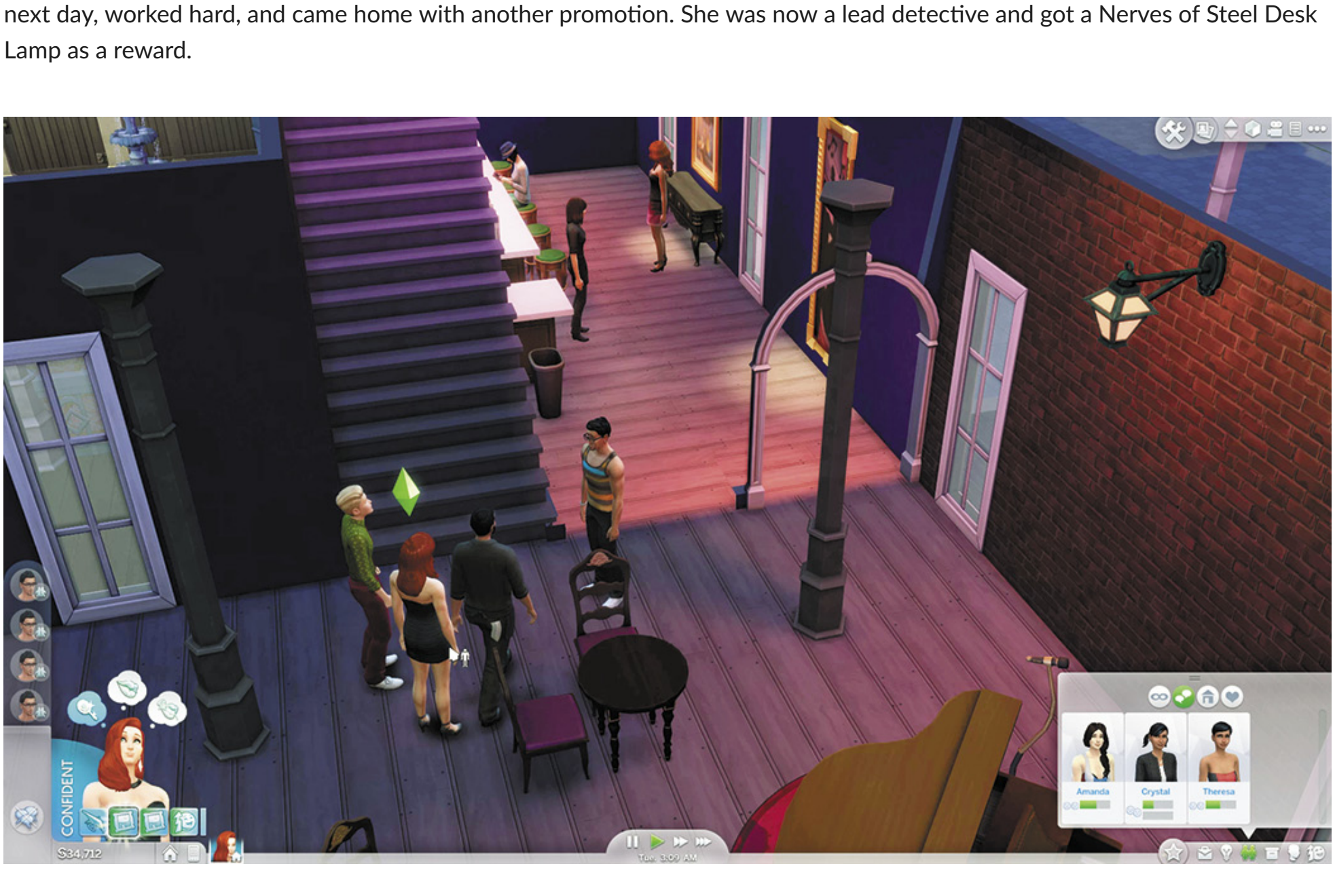
Michaela's new position came with a new outfit. Therefore, when she left for work on Thursday morning, she was looking very professional. You have to look the part if you are going to be handling agents. When she got home, she headed off to the park to make some more friends and ended up raising her Charisma skill to level 3.



Friday finally rolled around—the last day of her work week. She had her three friends and her Charisma skill was high enough, so after another day of work she came home with a promotion to field agent. Three promotions in one week was great, but she had put in a lot of work to get this far. Because she had a couple days off, Michaela decided to do some relaxing activities along with some work for her next promotion. She returned to the gym and got her Fitness skill up to level 3. She also worked on her Charisma skill while there and made a new friend (requirements for future levels of promotion). Then she also used her computer to do two hours of intelligence research.

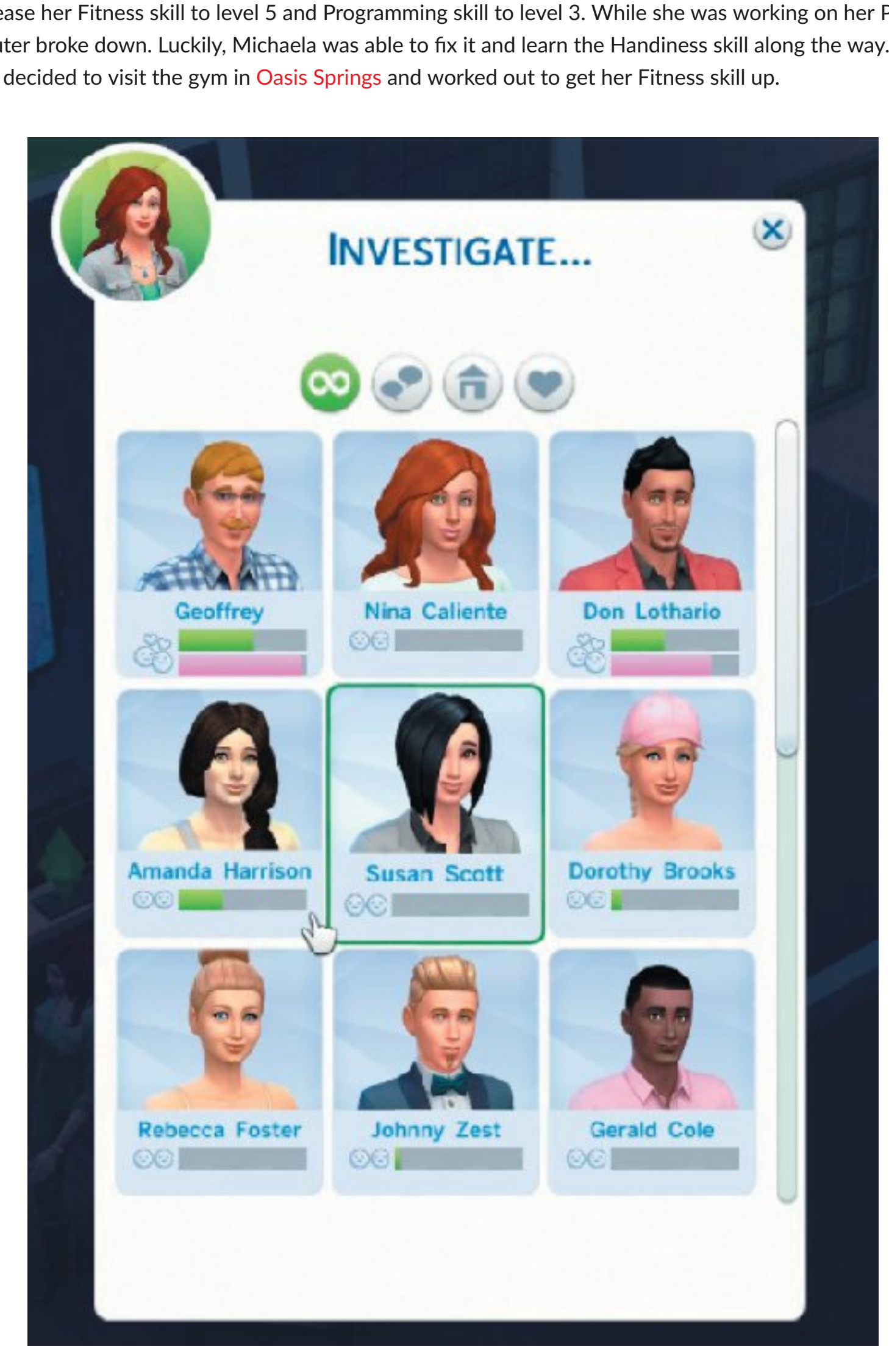


On Monday morning Michaela started her first time as a field agent. While at work, she was interrogating a tough suspect and had to decide whether to play the good cop or the bad cop. She decided to go as the good cop and the decision backfired on her. As a result, when she arrived home, she had an Embarrassed moodlet for a bluffing blunder. However she went back the next day, worked hard, and came home with another promotion. She was now a lead detective and got a Nerves of Steel Desk Lamp as a reward.

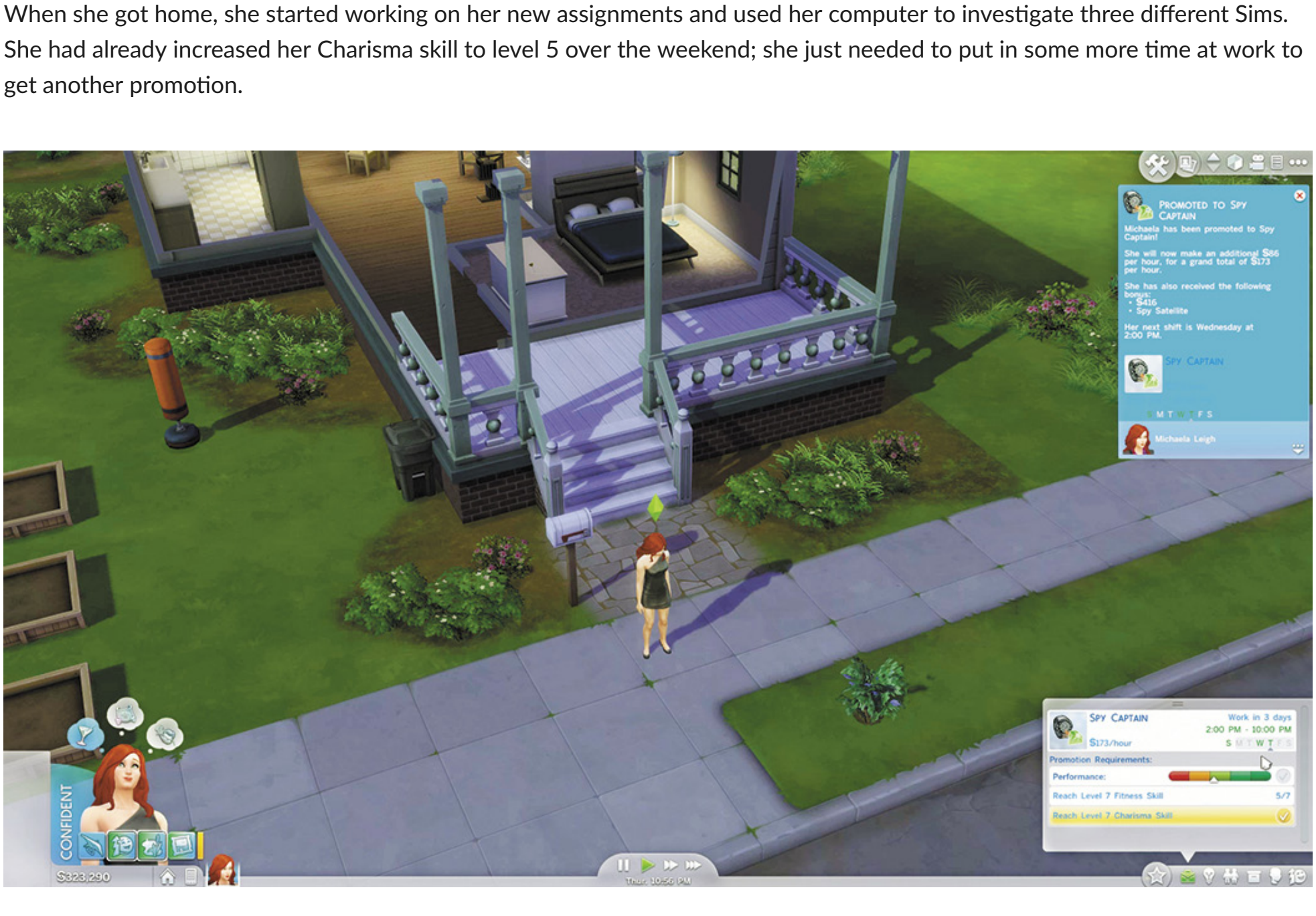


To get to her next promotion, Michaela needed to reach level 4 of the Charisma skill and have 5 friends. She could use a break from her usual computer work at home, so she decided to hit the town and traveled to the nightclub. While she was having a good time and fulfilling her Social need, she also leveled up her Charisma and made a couple new friends. That was an enjoyable assignment.

After a couple of days of work, Michaela was promoted to government agent and received a Tactical Map. Looking ahead, she needed to increase her Fitness skill to level 5 and Programming skill to level 3. While she was working on her Programming skill, her computer broke down. Luckily, Michaela was able to fix it and learn the Handiness skill along the way. The next day after work, she decided to visit the gym in Oasis Springs and worked out to get her Fitness skill up.

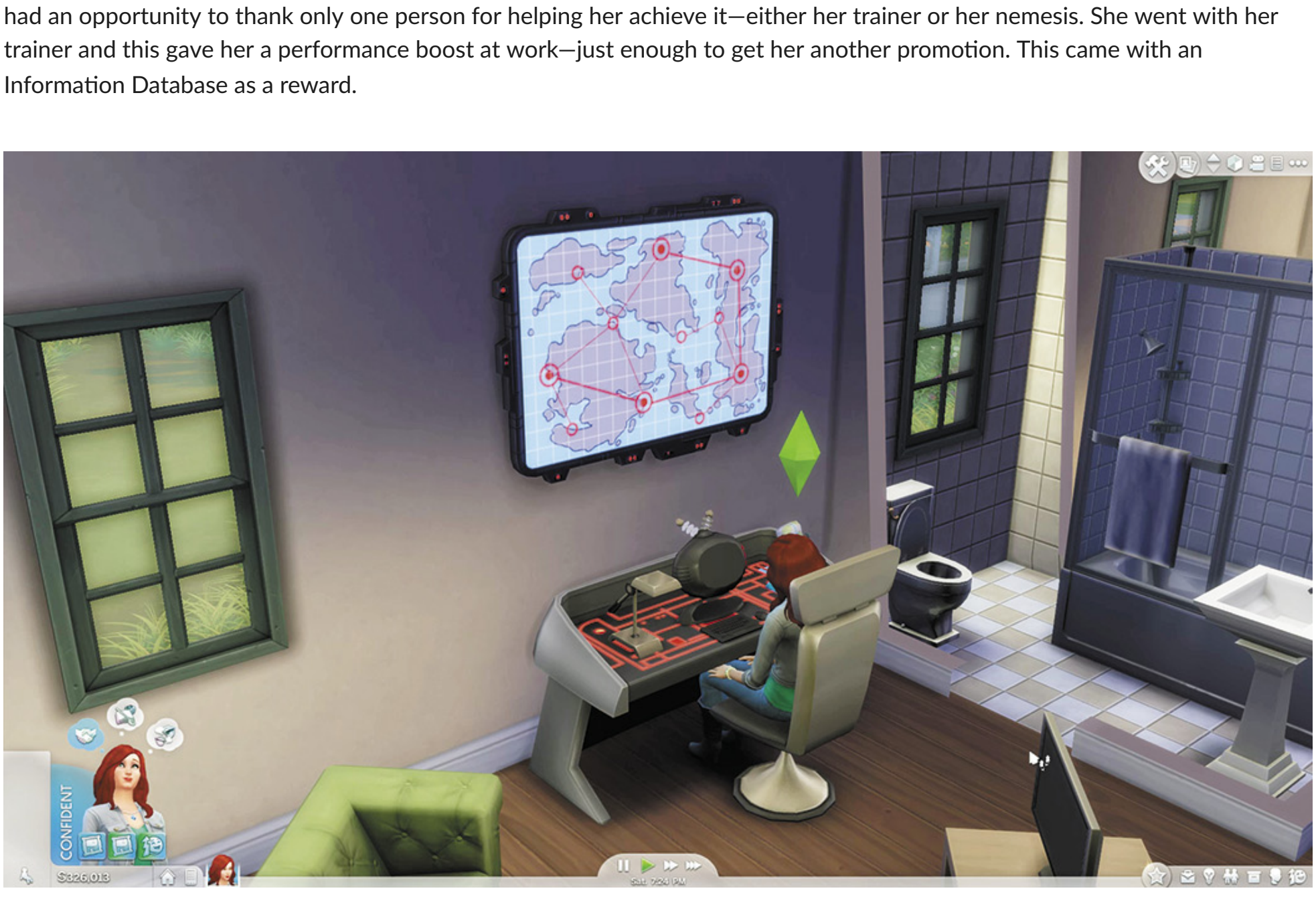


The weekend over, Michaela headed back to work. It took three days but she was finally promoted to secret agent on Wednesday. This unlocked the Hidden Bookcase Door, which she could use when she built a secret room onto her house. When she got home, she started working on her new assignments and used her computer to investigate three different Sims. She had already increased her Charisma skill to level 5 over the weekend; she just needed to put in some more time at work to get another promotion.



By continuing to work hard, Michaela was promoted again. However, this time, she need to decide which branch of secret agent she would follow. While the Villain branch seemed interesting, Michaela felt the Diamond Agent branch was a better fit. As a new spy captain, she got a Spy Satellite to attach to the outside of her house. Michaela also got a nice black dress for her work outfit. To get to the next promotion, she needed to get both Fitness and Charisma skills up to level 7.

Michaela continued to work on her skills and tried jogging because this would not only help with her Fitness skill, but also improve her emotions as it fulfilled her Loves Outdoors trait. One day at work, she was named Superspy of the Millennium and had an opportunity to thank only one person for helping her achieve it—either her trainer or her nemesis. She went with her trainer and this gave her a performance boost at work—just enough to get her another promotion. This came with an Information Database as a reward.

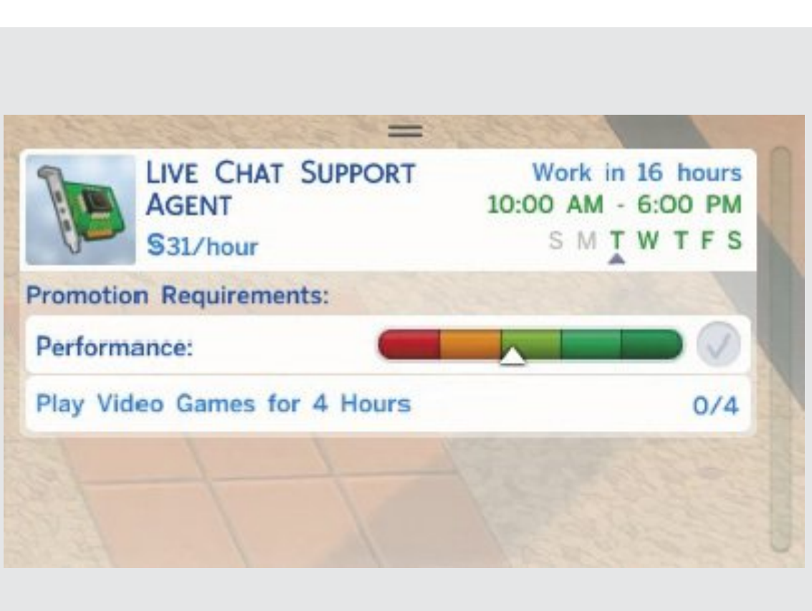


As a shadow agent, she was at level 9 in her career. She was only one promotion away from the top. To get this, she needed eight friends as well as level 8 for both Charisma and Fitness skills. By this time in her skill level, Michaela could actually work on Charisma on her computer, with her work area at home all spy-themed to help her stay in the zone. Finally, after a lot of hard work, Michaela was promoted to double diamond agent. While she still had to go to work three days a week, she did not have any more assignments to do at home and could focus on herself and some hobbies—which she now had some time to do. Maybe she would work on that Fishing skill or find some frogs. Because she loved the outdoors, Gardening might be a good skill to develop. Plus, she was making a lot more money, and it might be time to move into a larger house. And if she then got bored, Michaela could always quit and start a new career.

Note

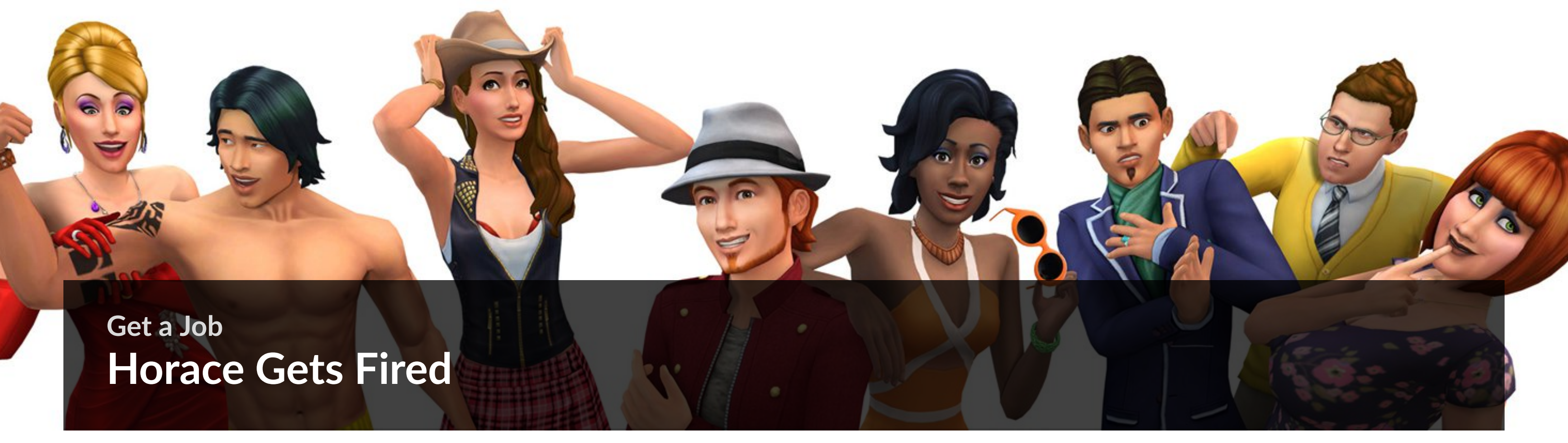
By staying focused on her career, Michaela was able to get frequent promotions. However, she did not have a lot of extra time to develop skills outside of those required for her career. Some players like to rush through a career to the end so they have a higher income and less time required at work. Then they have more time for fun activities. Other players like to balance work with building relationships and fun. There is no right way to play. In fact, with a household of more than one Sim, try having one Sim focused on the job and another taking time to smell the roses. The choices are up to you.

Career Status

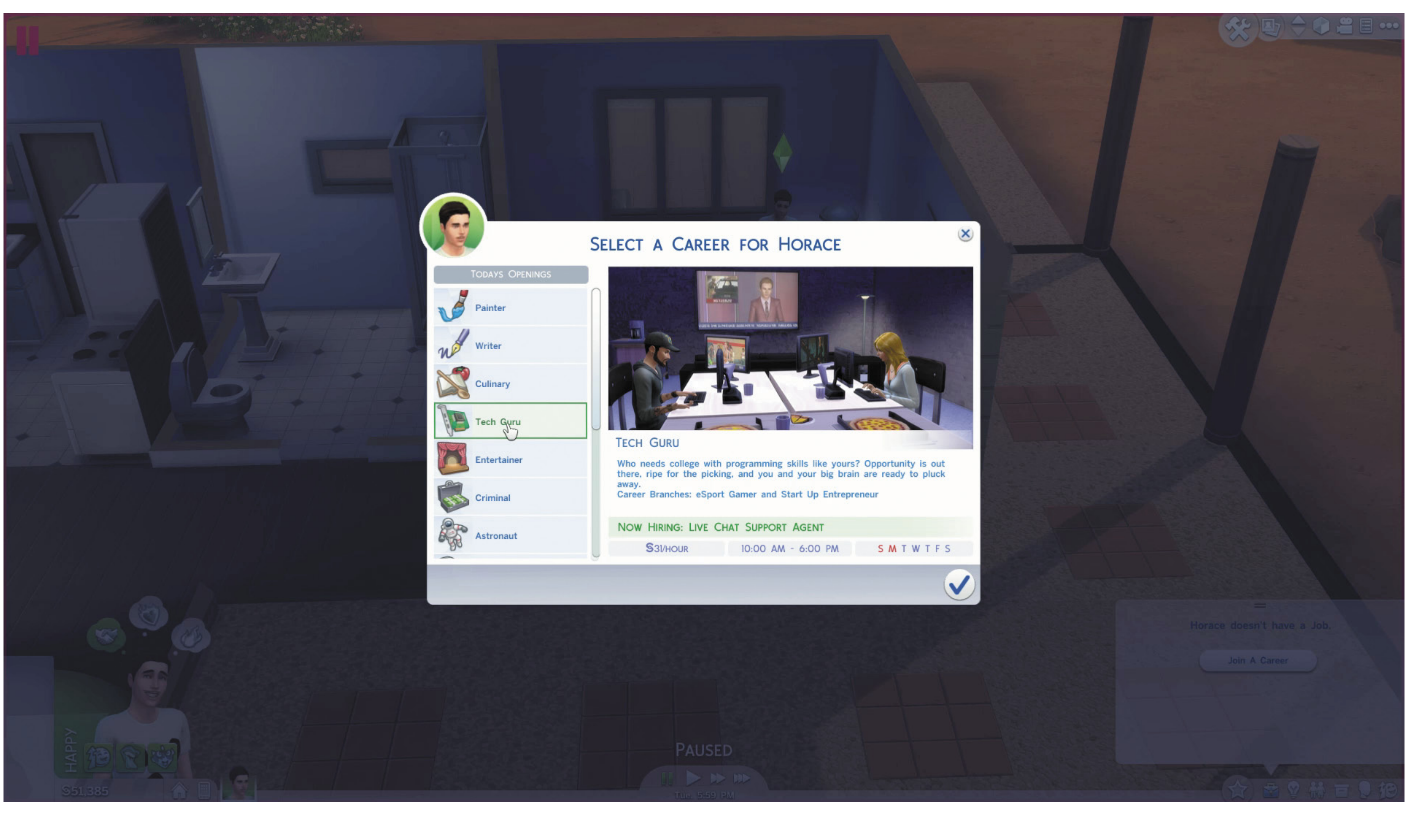


LIVE CHAT SUPPORT AGENT
$31/hour
Work in 16 hours
10:00 AM - 6:00 PM
S M T W T F S
Promotion Requirements:
Performance:
Play Video Games for 4 Hours 0/4

When you open the Career window in the screen's lower right corner, you see a meter that goes from red on the left side to dark green on the right. This is the status meter for your current level of your career. When you begin a new job, or get promoted to a new level, the indicator arrow is positioned right in the middle of the meter. Working at a Normal tone will advance the indicator to the right toward the dark green a bit. Working Hard will move that indicator even more to the right. On the other hand, if you Take It Easy or select another tone with reduced work effort, the indicator will usually stay in the same place. Showing up late for work can move the indicator a bit toward the left, but if you work normally it should come back to its starting position. However, if you don't show up for work at all on one day, that indicator will move almost an entire colored segment to the left—from light green to orange—in a single day. If that indicator gets into the red and then moves all the way to the far left side of the meter, your Sim will be fired.



Horace Gets Fired



SELECT A CAREER FOR HORACE

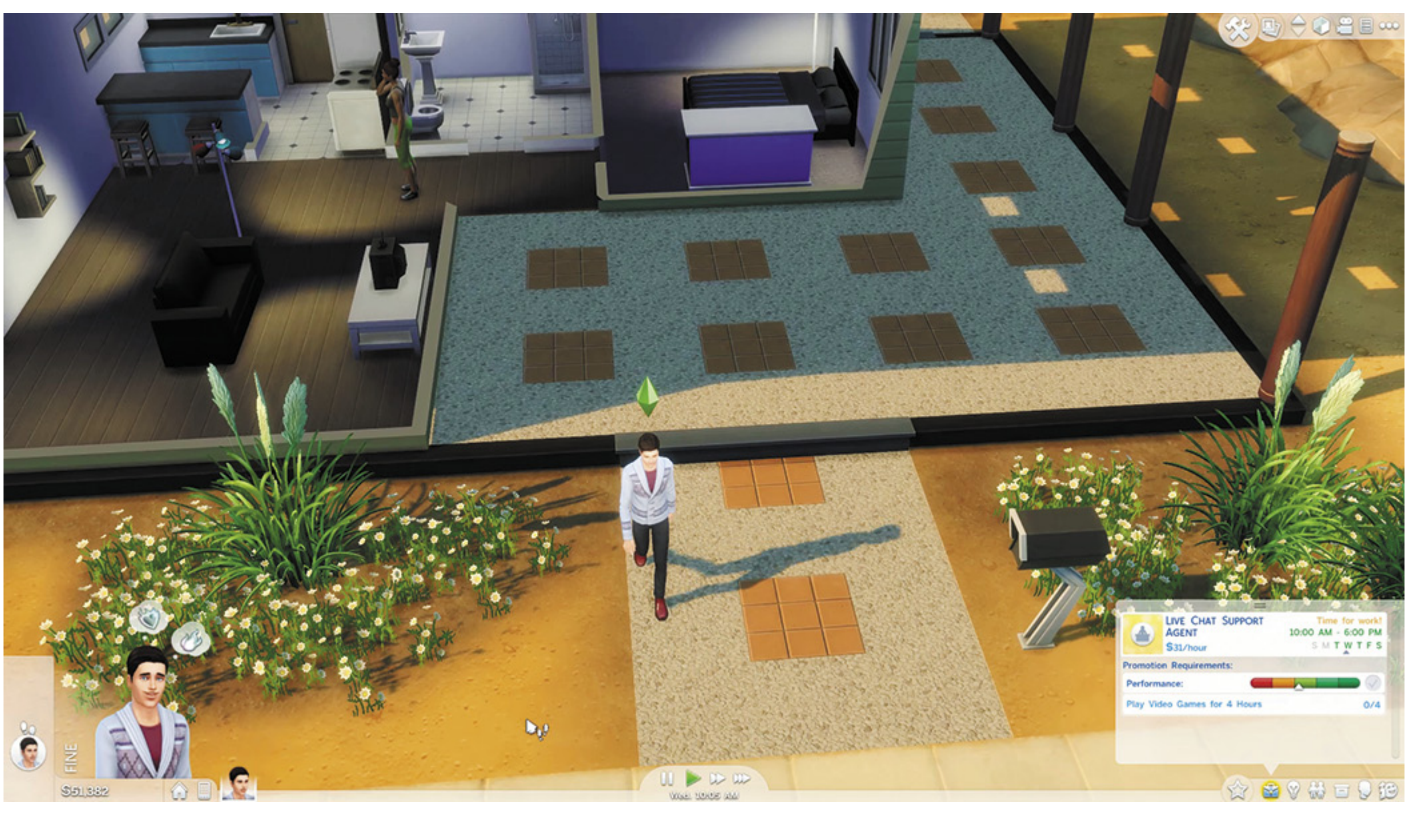
TECH GURU

Who needs college with programming skills like yours? Opportunity is out there, ripe for the picking, and you and your big brain are ready to pluck away.
Career Branches: eSport Gamer and Start Up Entrepreneur

NOW HIRING: LIVE CHAT SUPPORT AGENT

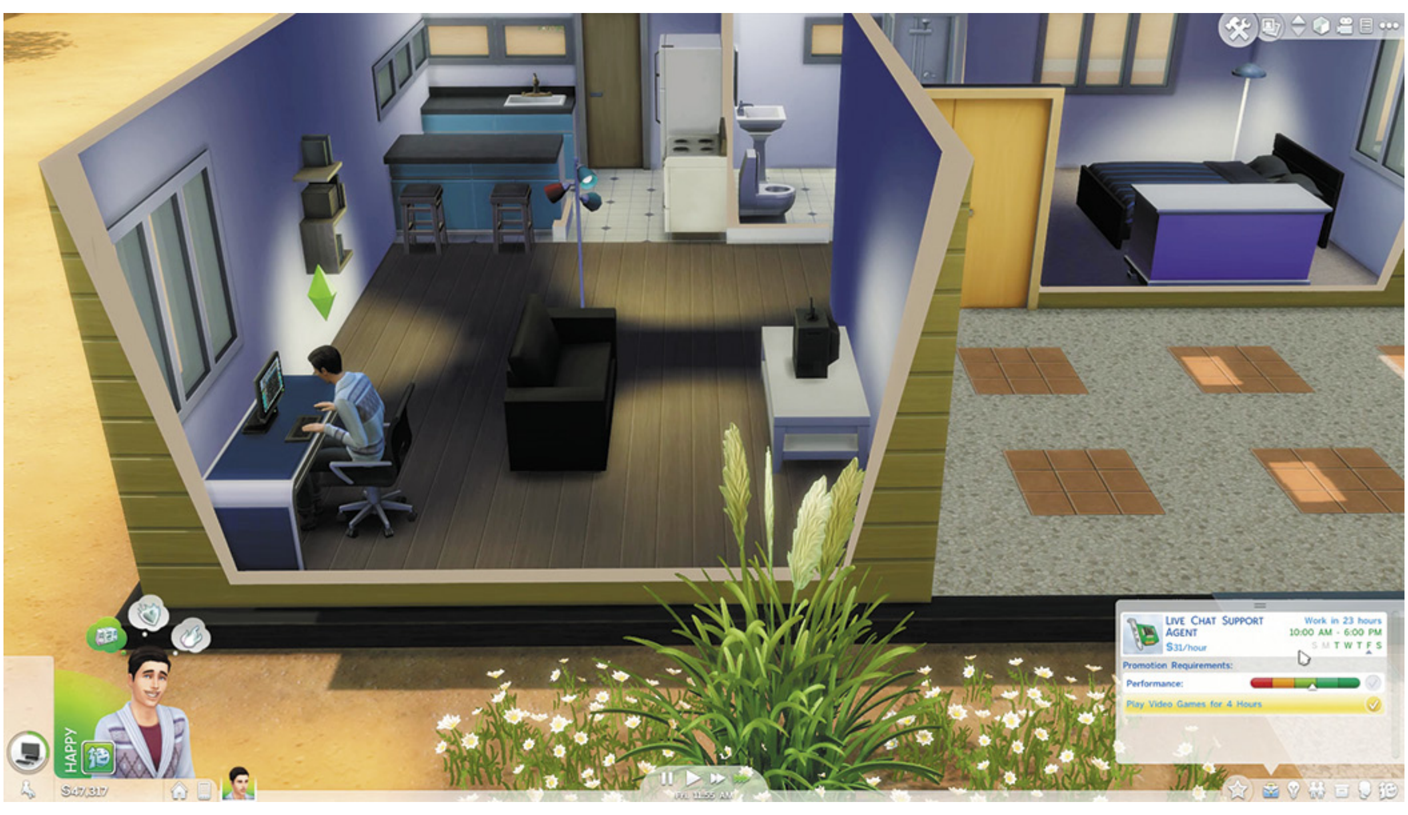
$31/HOUR · 10:00 AM - 6:00 PM · S M T W T F S

Horace thought he should get a job so he had something to do during the day and get some money. So he pulled out his cell phone and looked for an opening. Horace kind of likes electronics, so he chose Tech Guru for a career. He would start out as a live chat support agent and had to be to work at 10 AM the following day. So he got a good night's sleep and psyched himself up for work the next day.

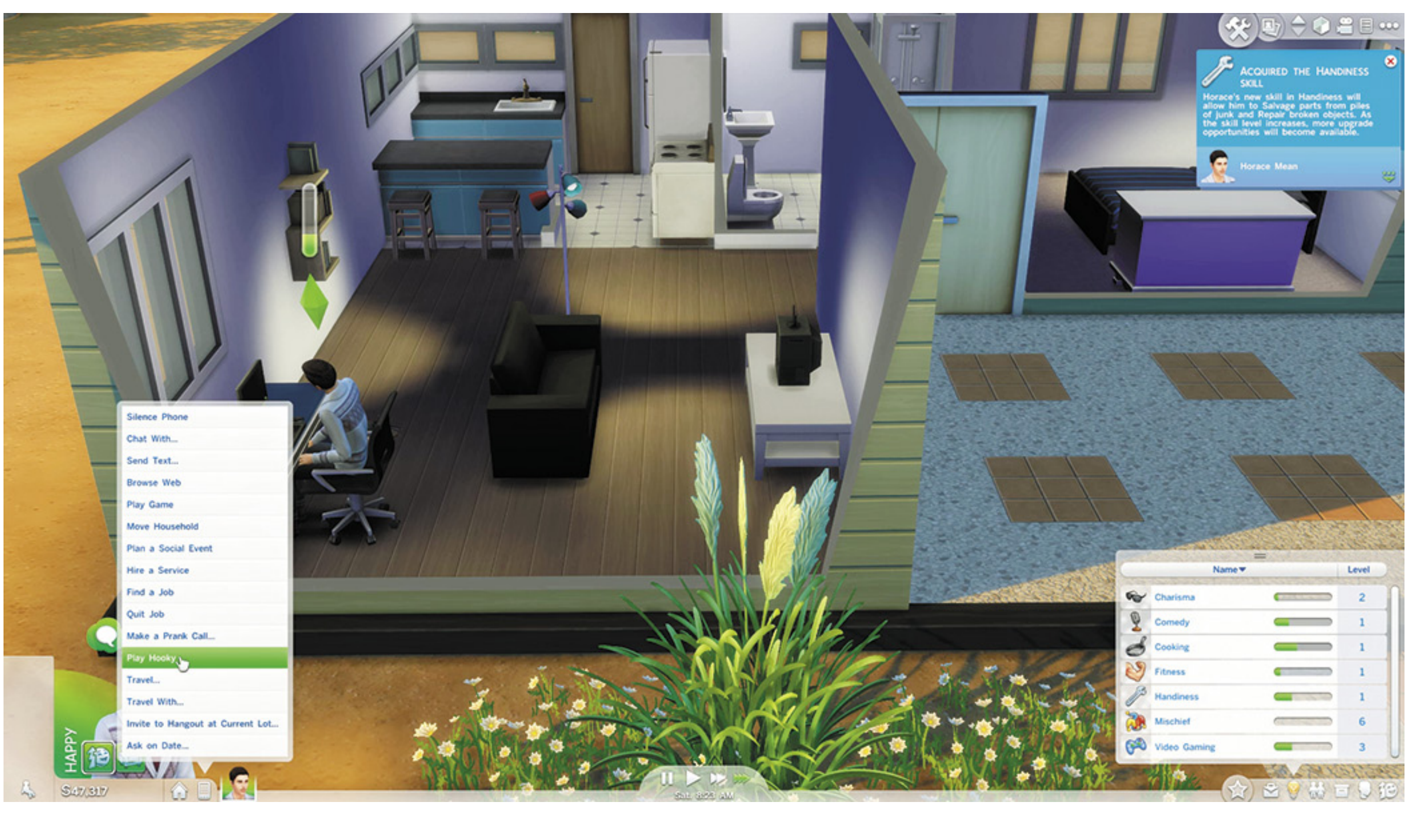


LIVE CHAT SUPPORT AGENT
$31/hour
Time for work!
10:00 AM - 6:00 PM
S M T W T F S
Promotion Requirements:
Performance:
Play Video Games for 4 Hours 0/4

The first day of work arrived and Horace left his home and arrived at work on time. However, he did not want to push too hard on his first day. So he chose the Take It Easy tone for his job. Why work hard if you get paid the same amount? By the time work was over and he arrived home, he needed to use the toilet for his Bladder need, but his other needs were still in the green. That was not very stressful. However, he was no closer to promotion than before.



One of the requirements for the Tech Guru job is to play four hours of video games. So Horace bought a desk, a chair, and a computer. Then he started playing video games. He also got sidetracked and continued working on his Mischief skill. Because he was up most of the night doing these activities, he was tired in the morning and decided to skip work. After all, he spent several hours on work-related activities, so that should count. When he should have been heading out the door to work, he instead went into his bedroom and slept the morning away and part of the afternoon. By evening, when he checked his career progress, he noticed he had actually slipped back. He was farther away from a promotion than he was when he first started. Being hot-headed, Horace got angry. That was not fair.



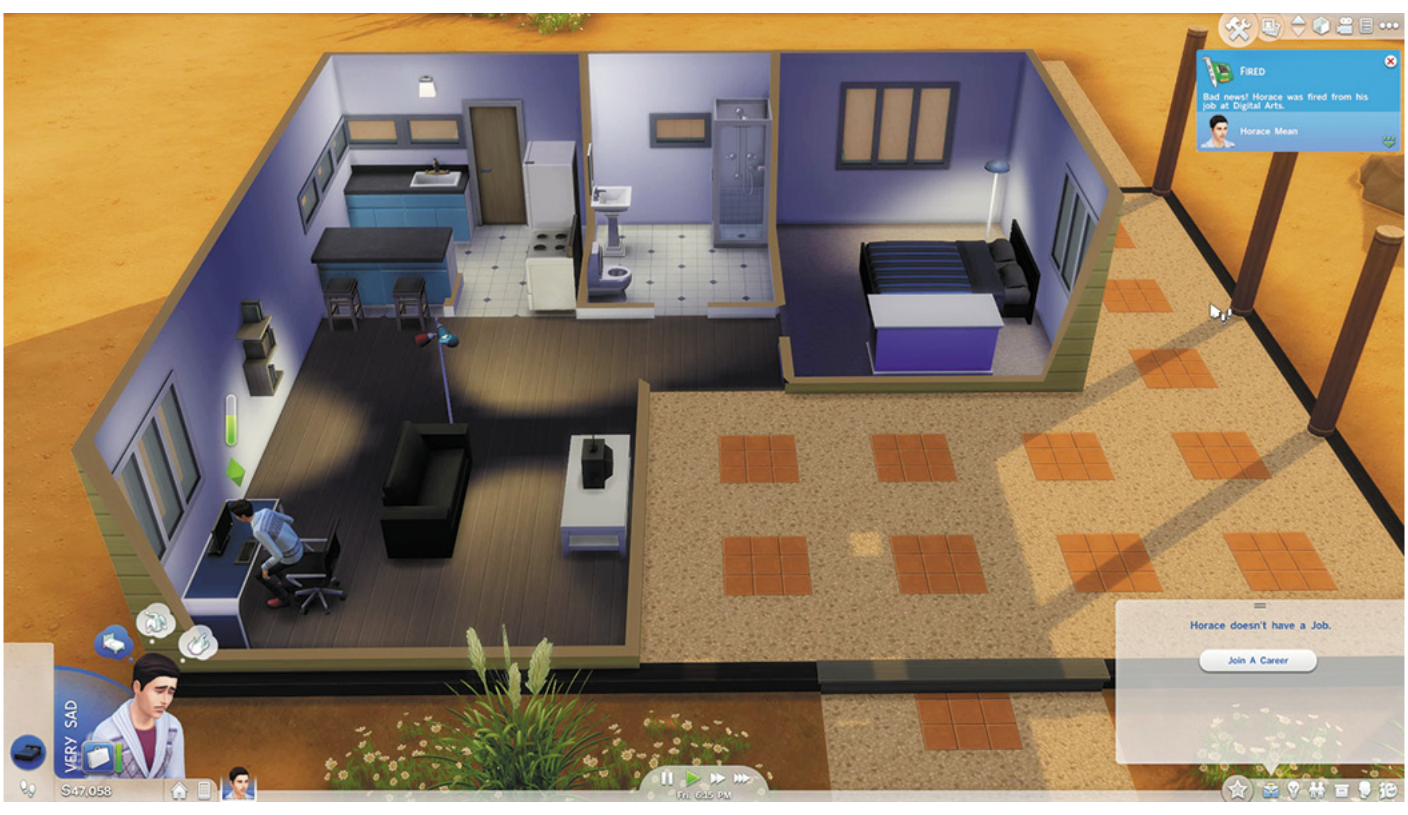
ACQUIRED THE HANDINESS SKILL

Horace's new skill in Handiness will allow him to Salvage parts from piles of junk and Repair broken objects. As the skill level increases, more upgrade opportunities will become available.

Horace Mean

Name	Level
Charisma	2
Comedy	1
Cooking	1
Fitness	1
Handiness	1
Mischief	6
Video Gaming	3

Horace worked hard on his Mischief skill and got it up to level 6. Now he could use his cell phone to play hooky and call in sick. As it got close to time to go to work, Horace tried playing hooky, but his boss saw through it and told him to get to work. Upset and somewhat embarrassed that his trick was foiled, Horace decided to skip work once again. Maybe his boss would really think he was sick if he didn't show up. However, by the time his shift would have been over, his career progress meter was in the red—along with his anger.



FIRED

Bad news! Horace was fired from his job at Digital Arts.

Horace Mean

Horace doesn't have a job.

When 10 AM rolled around the next morning, Horace decided that he enjoyed staying home and not wasting eight hours of his day at work. So he didn't even try playing hooky. Instead, he stayed home and channel surfed and played some more video games. By the end of the work day, Horace's boss let him know that he was fired. Horace was unemployed and when this hit him with a powerful Sad moodlet, his emotional state turned Sad and stayed that way for several hours. Maybe next time he gets a job, Horace will show up for work.

Tip

It is actually pretty tough to get fired from a job. You basically need to skip work completely three times in a row to lose your job. However, because your Sims will want to be promoted so they can get more money and usually less hours of work per week, it is important to show up for work and do at least a Normal tone of work. Anything less and your Sims will not progress toward promotion. Also, showing up late for work can have a small negative impact on your career, but as long as you get there within a couple hours, it is not too bad. The Career window lets you know if you are just late or if you are actually missing work. If you find yourself missing work, open the Career window and click the icon next to your job title.

Build Up Those Skills

Introduction

As you learned in the previous chapter, skills are a vital part of careers. You must learn skills and then develop them to be promoted. In addition, many skills are related to hobbies for Sims or for improving their quality of life. Therefore, your Sims are going to be spending a lot of time working on skills—and the more they learn and develop, the more opportunities and possibilities that they have in life. Later in this chapter you can also find information about the new mentoring ability, and because hobbies are a part of skills, the lowdown on collecting things is also covered.

Tip

Several skills can provide Fun for a Sim's needs or can be developed while socializing. Therefore, if your Sims need to do something to meet a need, try to develop a skill at the same time. Your Sims have a limited lifespan, so it is important to accomplish as much as possible. If you can double up on things, so much the better.

Build Up Those Skills

Skills

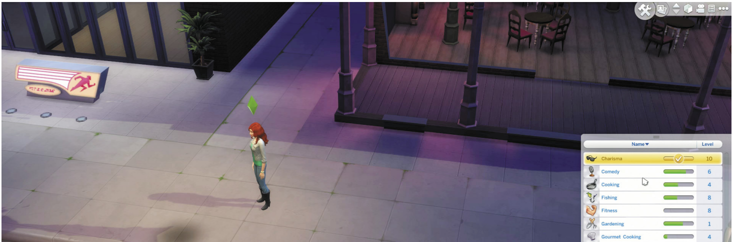
Nineteen skills can be developed by Sims who are teens and older. In addition, four special skills can be learned and developed only by child Sims. Each skill begins at level 1 as soon as a Sim learns the skill. Skills can be developed all the way to level 10 where they max out. As Sims develop skills, they gain new abilities, actions, and socials that they can use.

Learning Skills

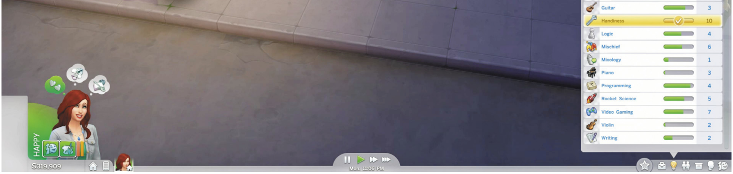
Gaining a skill to begin with is a bit different in *The Sims 4* than in previous *The Sims* games. Child Sims begin with all four child skills at level 1. However, teen and older Sims begin with no skills whatsoever. They can quickly gain skills right at the start. When a Sim begins doing an action or activity related to a skill, they gain that skill. For example, if a Sim gets out a cell phone and starts playing a video game, they gain the Video Gaming skill. Want to learn the Fishing skill? Go to a fishing spot and start angling. See a piano at a nightclub? Sit down and practice playing and you become level 1 in the Piano skill. In addition to just trying out skills, Sims can learn skills by reading books about them. The library contains books on all of the 19 non-child skills, or you can purchase these books; use a bookcase in your home and the books will be delivered to your inventory.

Note

While the library does have books on all of the non-child skills, it only has volume 1 for each skill. That will help you get through the first few levels. However, after that, you will have to buy volumes 2 and 3 by ordering them online.



Name▼	Level
Charisma	10
Comedy	6
Cooking	4
Fishing	8
Fitness	8
Gardening	1
Gourmet Cooking	4



Guitar	3
Handiness	10
Logic	4
Mischief	6
Mixology	1
Piano	3
Programming	4
Rocket Science	5
Video Gaming	7
Violin	2
Writing	2

Your Sims can learn and develop lots of skills. Always try to be working on one skill, or even two if possible. Many skills can help meet some of your Sims' needs.

Developing Skills

Once you learn a skill, you can develop that skill to increase your skill level. While you don't necessarily need to max out every single skill to level 10, it is a good idea to level up most of the skills you learn so you can do more and different things related to those skills. The first way to develop skills is to read books. Each skill is covered in three different volumes. Volume 1 of each skill book will help your Sims get to level 3. Volume 2 of each skill book is for Sims wanting to advance to levels 4 through 6, and volume 3 can help Sims get all the way to level 10. However, your Sims won't want to just read about skills. They also need to be practicing and using their skills. In fact, Sims can max out their skills to level 10 and never even pick up a book.

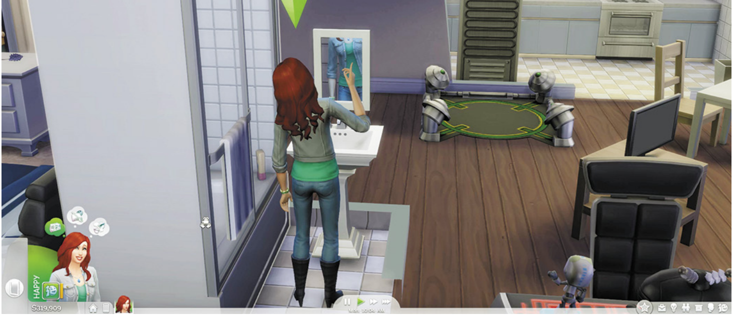
Tip

Some skills can be learned by watching television. For example, watching the cooking channel develops a Sim's Cooking skill. And because you can watch television while working out or doing other activities, Sims could be running on a treadmill and developing their Fitness skill while also watching TV and developing their Cooking skill. Little tricks like this help to maximize your Sims' time.

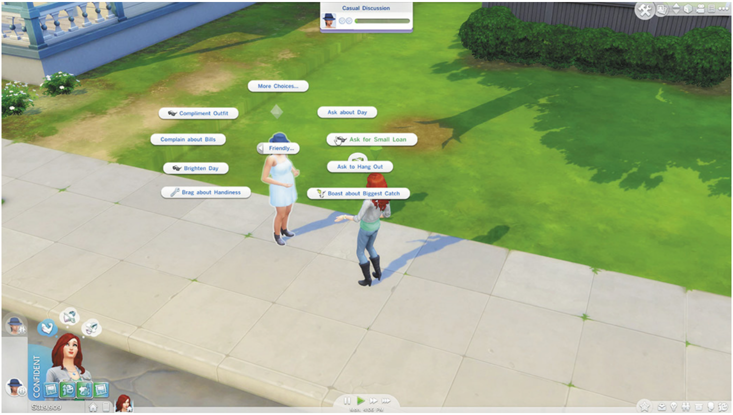
Let's take a look at all 23 skills that are available in *The Sims 4* as well as how to develop them and why your Sims need them. The adult skills are covered first, followed by the child skills.

Charisma

Charisma affects how well you interact with other Sims. You can start working on Charisma either by reading volume 1 of the charisma series of books or by having your Sim start practicing a speech to the mirror. Several careers require Sims to work on the Charisma skill: some early on while others don't need it until later promotions. However, Charisma is a good skill for all Sims to have—at least the first few levels.

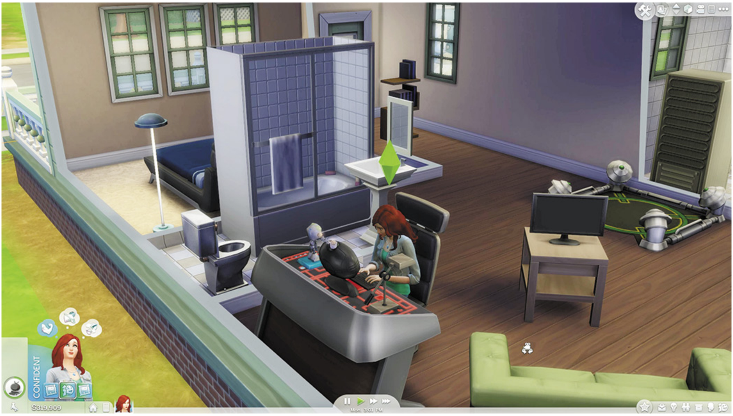


Practicing a speech in the mirror is a good way to get started on Charisma skill.



Use charisma-based socials to build relationships and develop this skill.

The Charisma skill is useful for Sims during conversations with other Sims. Your friendly, funny, and even mischief socials are more likely to succeed the higher your Sims' Charisma skill. In fact, when Sims use the charisma socials—indicated by a pair of sunglasses next to the social—they actually gain a bit of Charisma skill. In addition, the Charisma skill is affected by emotions. Sims gain this skill faster when they are Happy. Playful, Confident, and Flirty also have a positive impact on developing this skill, but not as much as being Happy. As you develop this skill, you can eventually use the computer to further work on this skill. Activities such as donating to online charities help build Charisma and a bit later you can start a social network. This opens up more actions—all of which increase Charisma.



As you develop this skill, you can do Charisma actions on the computer, such as setting up a social network and then maintaining it.

Tip

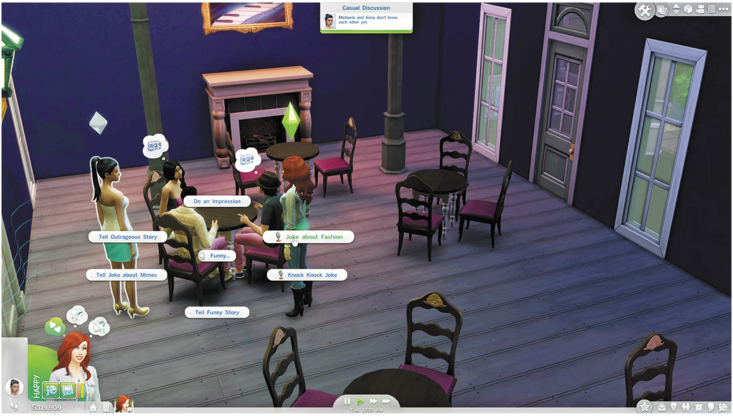
When you reach level 10 of the Charisma skill, you can now call up your boss and negotiate for a promotion. That alone can make it worthwhile to develop this skill.

Charisma Skill Unlocks

Level	Unlocks
1	Joke more frequently and learn about other Sims faster.
2	Perform Brighten Day on Sims.
3	Donate to Online Charity, Practice Pick-up Lines at a Mirror, and Flatter other Sims.
4	Perform a Smooth Apology and a Cheerful Introduction on other Sims.
5	Start Social Network on a Computer, Practice Storytelling at a Mirror, and perform a Flirty Introduction on other Sims.
6	Upload Images on a Computer and Sweet Talk other Sims.
7	Ask Sims for a Small Loan or Repay a Loan.
8	Invent New Hashtags and perform an Enchanting Introduction on other Sims.
9	Ask Sims for a Large Loan.
10	Upload Viral Video and Call Boss to Negotiate Promotion.

Comedy

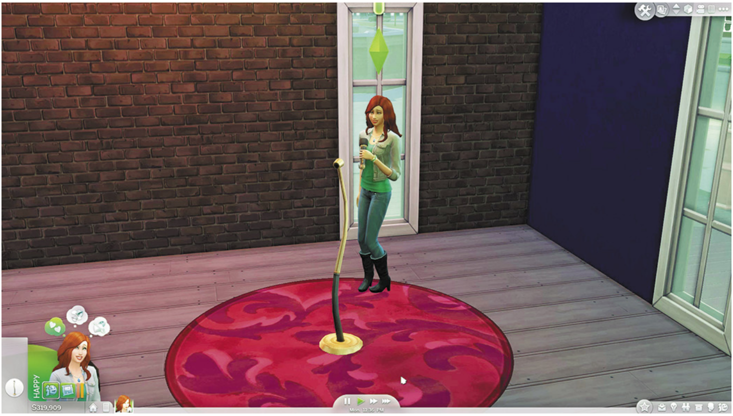
The Comedy skill can be useful for just socializing as well as for working on a career. It is easy to start this skill. Just use a funny social while in a conversation. You instantly are at level 1. You can also read volume 1 of the comedy books. Developing this skill is not that tough either. Continue telling jokes, using funny socials, and watching comedies on television. Eating a meal at home? Watch a comedy on TV and you are taking care of your Hunger need while developing a skill.



Michaela and Anna don't know each other yet.

All Sims can use funny socials. As you develop the Comedy skill, you gain access to better jokes and are more likely to succeed in using these socials.

As you progress in this skill, you can start writing jokes on the computer and developing routines. The higher your skill level, the longer the routines you can write and then perform. Eventually at level 10, you can perform impromptu routines. While most Sims won't need to develop this skill past level 2 or 3 unless they are pursuing an Entertainer career in the Comedy branch, all Sims can benefit from telling jokes and using other funny socials during a conversation to help create a Playful emotion in themselves and other Sims.



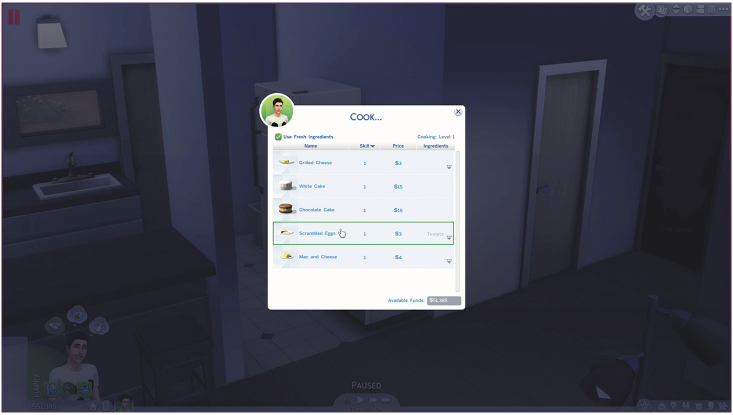
It's open mic night at the nightclub. Try telling jokes or practicing a comedy routine.

Comedy Skill Unlocks

Level	Unlocks
1	Tell Jokes at a Microphone and Write Jokes on a Computer.
2	Tell a Knock Knock Joke to other Sims.
3	Compose and Perform several new Short Routines at the Computer and Microphone, respectively.
4	Joke about Fashion.
5	Practice Comedy Routine at a Microphone or Mirror and use a Computer to Refine Comedy Routines.
6	Compose and Perform Medium Routines at the Computer and Microphone, respectively, and be more likely to be unaffected by an annoying Heckler.
7	Write Comedy Books at a Computer.
8	Compose and Perform Long Routines on the Computer and Microphone, respectively.
9	Tell a Crowd Pleasing Story.
10	Improvise Routines at a Microphone.

Cooking

Cooking is an important skill for all Sims to develop—at least to some degree. You begin this skill as soon as you click on a stove or refrigerator and choose to prepare a meal. All Sims begin with a few basic recipes. As Sims increase in skill level, they gain access to additional recipes, which are more complex and can provide better moodlets to the Sims who consume them.



COOK...

☑ Use Fresh Ingredients

Cooking: Level 1

Name	Skill	Price	Ingredients
Grilled Cheese	1	$3	
White Cake	1	$15	
Chocolate Cake	1	$15	
Scrambled Eggs	1	$3	Tomato
Mac and Cheese	1	$4	

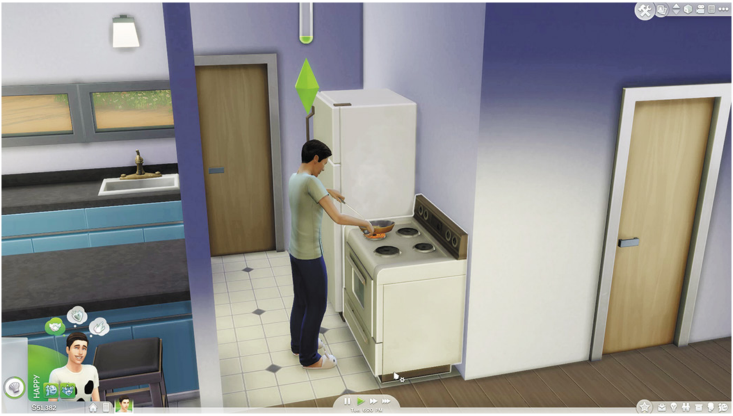
Available Funds: $51,385

All Sims can cook three basic meals and two different types of cakes. Develop the Cooking skill to learn more recipes.

Sims develop their Cooking skill by reading cooking books, preparing meals, and watching the cooking channel on TV. No only can your Sims prepare better meals as they progress in this skill, they can also use cooking-related socials in conversations. It is a good idea to get your Sims up to at least level 3 or 4 in Cooking skill. You don't have to do this all at once. Just prepare a meal every day or two and if watching television, pick the cooking channel. When choosing to prepare a meal, you can make an single serving, a family size (for four people), or a party size (for eight people). If you have fresh ingredients in your inventory—that you can harvest from plants—you can choose to use them in your recipes. This decreases the cost of the meal, but uses up those ingredients. Plus, when you use fresh ingredients, it provides a Happy moodlet to the Sims who eat it and the meal has an improved chance of being higher quality. Therefore, Gardening is a good skill to develop along with Cooking (or someone in the same household should work on it) if you are going to be preparing a lot of meals.

Tip

When you are through with a meal, you don't have to throw away the leftovers when you clean up. Instead, as soon as you are done eating, choose to put the food away in the refrigerator. Then if you select the refrigerator and select open, you can see what food you are storing inside as well as how long until it spoils. For Sims who don't want to spend a lot of time cooking, make large servings and put away the food. Then your Sims can quickly eat leftovers instead of having to cook meals more frequently. The better the quality of your refrigerator, the longer your food will last. However, don't let it go past its date or it will spoil and smell up the kitchen.



While you can read about cooking or watch it on TV, the best way to develop this skill is to get into the kitchen and start cooking.

Tip

When you get to level 5 of the Cooking skill, you automatically unlock level 1 of the Gourmet Cooking skill. This lets you cook gourmet meals and adds to the recipes you can prepare.

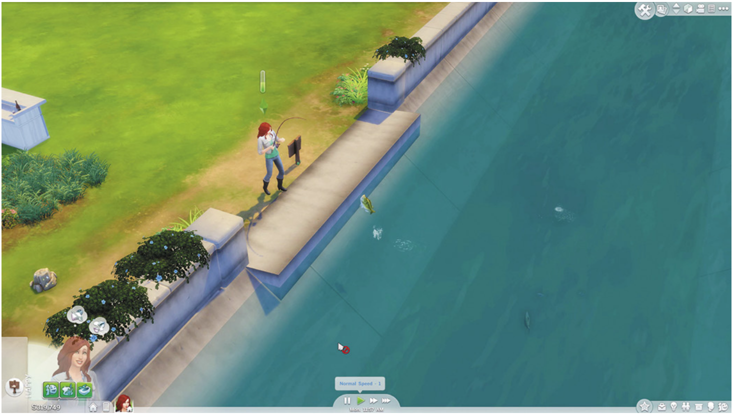
Cooking Skill Unlocks

Level	Unlocks
1	Prepare delicious, straightforward classics.
2	Recipes for Eggs and Toast, BLT, Chips and Salsa, and Fish Tacos; learn a new Combo Add trick move.
3	Recipes for Pan Fried Tilapia, Chocolate Chip Cookies, and Pancakes; Talk about Cooking with other Sims.
4	Recipes for Spaghetti and Strawberry Cake.

5	Recipes for French Toast and Fish and Chips; Gourmet Cooking skill; receive the Competent Cook Moodlet when cooking.
6	Recipes for Blue Confetti Cake and Chili; learn new trick moves.
7	Recipes for Blackened Bass and Omelet.
8	Recipe for Apple Pie; Flavorize a meal to make it higher quality.
9	Recipes for Chicken Stir Fry and Cioppino; Give Cooking Tips to other Sims.
10	Recipes for Roast Chicken and Tuna Casserole.

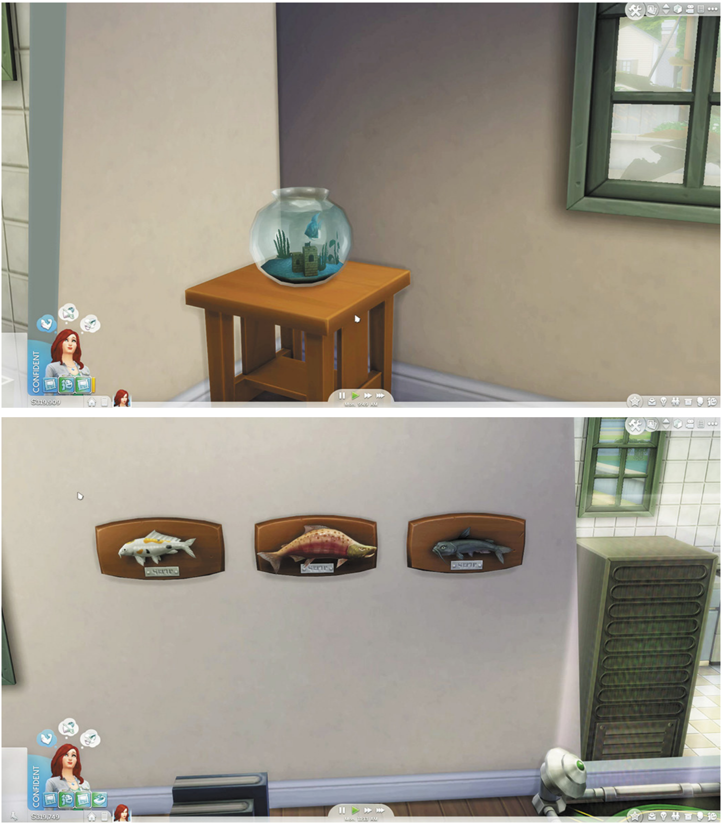
Fishing

Fishing is a good skill for Sims who love the outdoors or those who just need a hobby for relaxing and having fun. Pick up a book on fishing to learn this skill or just go to a fishing spot and cast a line. There are fishing spots in every neighborhood in Willow Creek and most of the neighborhoods in Oasis Springs. When you are a beginning angler, you can only catch common fish and you may not have much luck at some fishing spots. However, as you develop this skill—by reading and fishing—you can start fishing with bait and even examine the water to determine what might attract more fish. Plus you can start talking about fishing during conversations.



Get out there and fish to learn and develop this skill.

As you catch different types of fish, you add them to your collections. There are 22 different types of fish. To catch some of the more rare fish, you will need to have a high Fishing skill and try different types of bait. When you catch a fish, it goes into your inventory. Then you can use it for bait or sell it for Simoleons. Uncommon and Rare fish go for higher prices and the larger the fish, the higher the price as well. In addition, you can put a caught fish in a bowl in your home or mount it on the wall as a decoration—which actually provides a Confident emotional aura.



Buy a fish bowl and put your caught fish on live display in your home. Or mount your prize catches and increase the confidence in a room.

Fishing Skill Unlocks

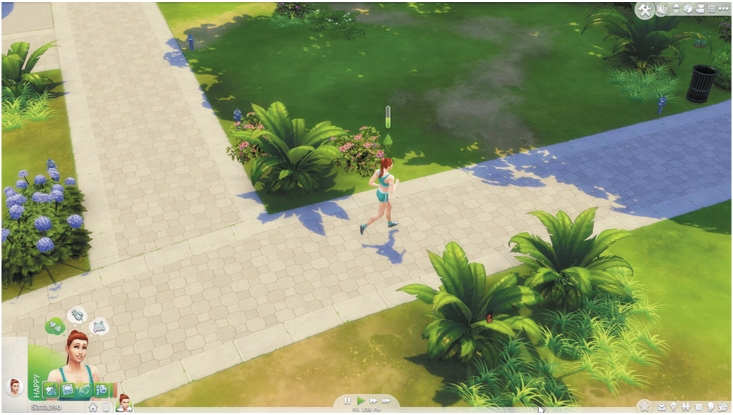
Level	Unlocks
1	Catch fish and mount them on the wall or keep them in a fish bowl.
2	Catch Bass, Koi, and Trout from fishing spots that contain them.
3	Fish with Bait.
4	Catch Catfish and Tilapia from fishing spots that contain them.
5	Examine Water at a fishing site.
6	Catch Rainbow fish from fishing spots that contain them.

7	Catch a mysterious fish that lurks in the depths of each fishing spot.
8	Be a fixture in the fishing community as noted on hooklinesinker.sim.
9	Even the bravest fish quiver with fear.
10	Your piscatorial skills are the envy of many.

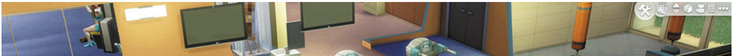
Fitness

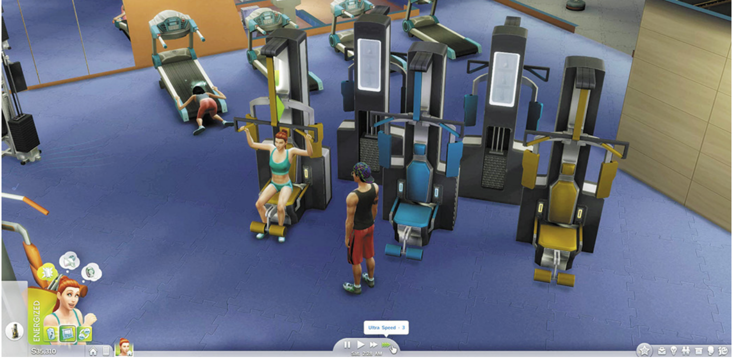
Fitness is another skill that all Sims should learn and develop at least a bit. You can read a book about fitness or start exercising. Click on your Sims and select Go Jogging to get this skill going. You can also go to the gym and work out. You can use three different types of exercise equipment to develop this skill—the treadmill, a punching bag, or an exercise machine. You can even purchase these for your home.

Jogging is an easy way to get started on the Fitness skill, and you can do it anytime and anywhere.



Working on the Fitness skill can provide for your Sims' Fun needs. However, it does decrease their Hygiene, so after a workout, take a shower. As you progress through the skill levels, you can begin to talking to Sims about exercise techniques or research these topics on the computer. Several careers, such as Astronaut, Criminal, and Secret Agent careers, require you to develop the Fitness skill to be promoted.

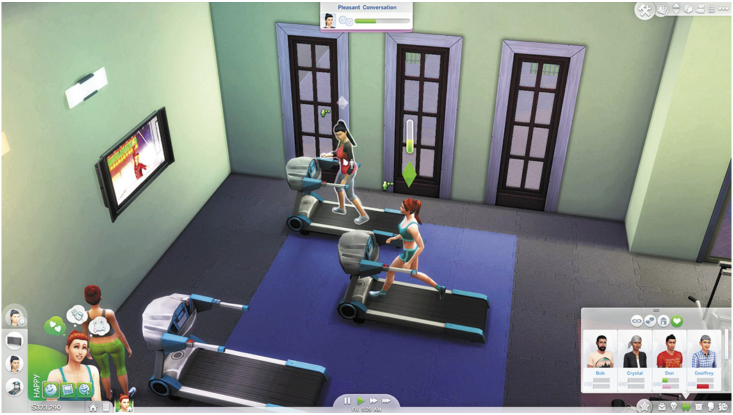




The gyms offer different types of exercise equipment to help your Sims develop the Fitness skill.

Tip

When your Sims are Energized, they develop the Fitness skill faster and can do additional workouts. Click on a spot on the ground and select Exercise. Then you can have your Sim do push ups, sit ups, and stretch. Your emotional state can give you different options when jogging or using exercise equipment. For example, you can do an Energized workout on the treadmill or exercise machine or do an Energized box on the punching bag. Or you can go for an Energized jog.



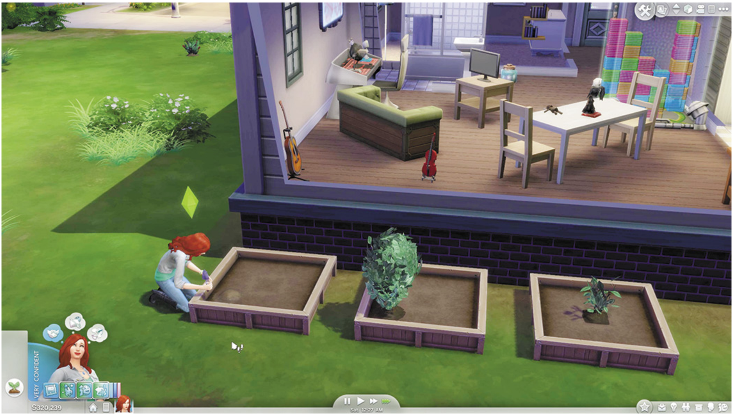
While at the gym working on Fitness, you can socialize and watch TV to work on other skills at the same time.

Fitness Skill Unlocks

Level	Unlocks
1	Perform various workouts on the Workout Equipment.
2	Discuss Workout Techniques with other Sims.
3	Endurance Run on the Treadmill and Research Workout Tips on the Computer.
4	Box on the Punching Bag and do Heavy Lifting on the Workout Machine.
5	Make Protein Shakes at the Bar and perform the No Sweat Run on the Treadmill.
6	Show off Muscles to other Sims.
7	Perform the Hill Challenge on the Treadmill.
8	Perform the Epic Workout on the Weight Machine.
9	Practice Fighting with other Sims.
10	Mentor others in Fitness.

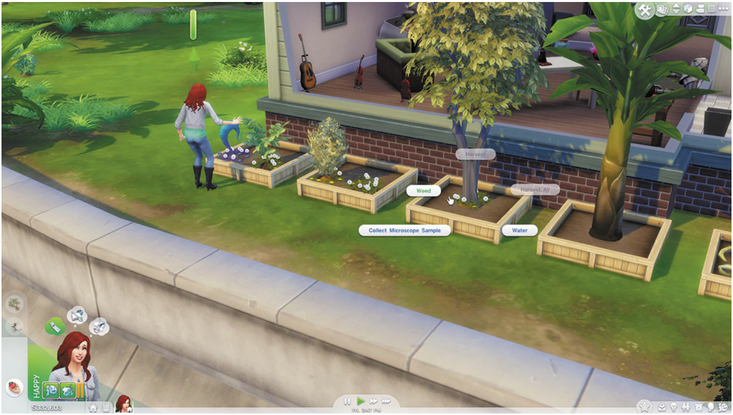
Gardening

The Gardening skill doesn't assist any career, but is almost a career in itself. It is also related to collecting, because you can harvest 31 different plants to add to your collection. To get started on this skill, you can read a book about gardening or purchase some seeds either from a computer or by clicking on a planter box. The seeds will arrive in the mail. Then drag them from your inventory onto the planter box. Now click on the seeds and tell your Sims to plant them.



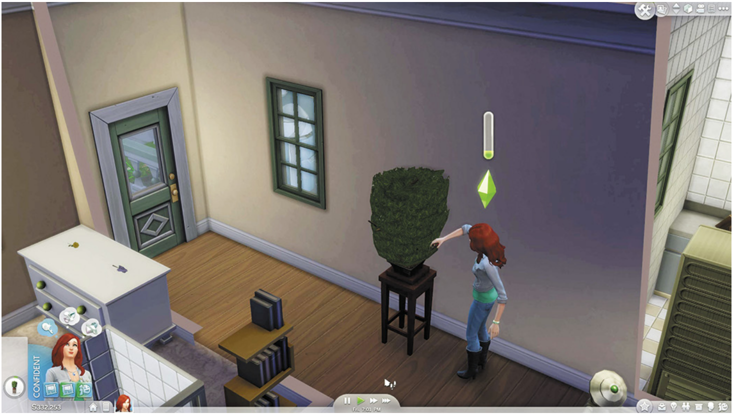
Start off gardening by planting some seeds.

Once the seeds begin to grow, your Sims need to take care of them. This helps develops the skill. As you level up in Gardening, you gain new interactions. At the beginning you can water, weed, and harvest plants. Then you can talk to plants and fertilize plants. Eventually you can splice and graft plants to create new plants by combining parts of different plants.

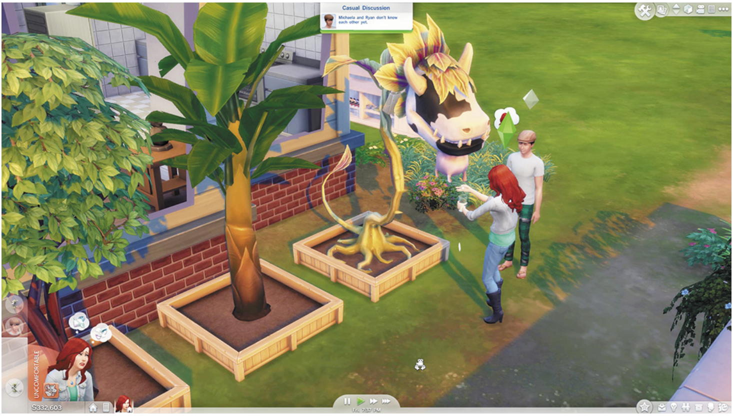


Plants need to be watered and weeded.

When you harvest the plants, you can use some of this produce as ingredients in your cooking. You can also sell what you produce for a little extra money.



Purchase a bonsai plant and put it inside your home. You can develop Gardening skill by shaping it. As your Gardening skill increases, you can do more advanced designs.



Casual Discussion

Michaela and Ryan don't know each other yet.

You can find some interesting seeds in outer space or while collecting things such as this cowplant. Just don't eat the cake—its a trap!

Tip

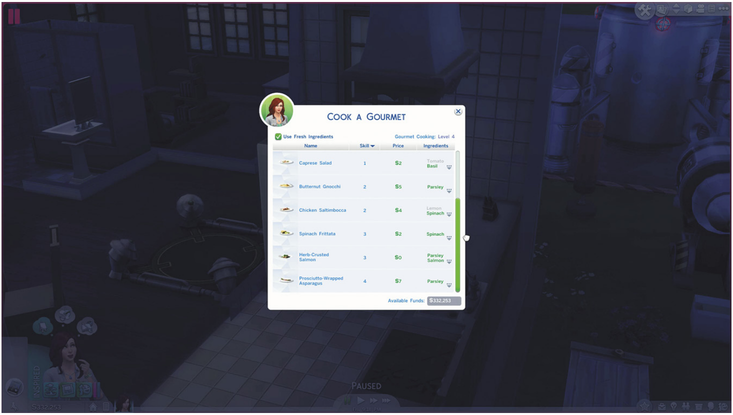
When your Sims retire, gardening can be a great hobby. Buy several planter boxes and then start planting all types of seeds. Taking care of lots of plants can be almost like a full time job.

Gardening Skill Unlocks

Level	Unlocks
1	Plant, Water, Weed, and Harvest.
2	Move one step closer to becoming the ultimate gardener.
3	Research Gardening at a computer.
4	Talk to Plants to fulfill the Social need.
5	Fertilize plants.
6	Other Sims might Compliment your Garden.
7	Take Cutting and Graft to create hybrid plants and have a Green Thumb.
8	Overgrow pruned Bonsai Trees to re-shape them.
9	Continue to improve Gardening mastery.
10	Mentor other Sims in Gardening.

Gourmet Cooking

Gourmet Cooking is a unique skill. Unlike any of the others, you start this skill only by advancing in another skill—Cooking. Once your Sim has reached level 5 in the Cooking skill, you unlock Gourmet Cooking at level 1. Then you can advance this skill by reading books or cooking gourmet recipes. When you go to prepare a meal, you can choose from a normal meal (which develops your Cooking skill) or a gourmet meal (which develops your Gourmet Cooking skill).



COOK A GOURMET

☑ Use Fresh Ingredients

Gourmet Cooking: Level 4

Name	Skill	Price	Ingredients
Caprese Salad	1	§2	Tomato Basil
Butternut Gnocchi	2	§5	Parsley
Chicken Saltimbocca	2	§4	Lemon Spinach
Spinach Frittata	3	§2	Spinach
Herb-Crusted Salmon	3	§0	Parsley Salmon
Prosciutto-Wrapped Asparagus	4	§7	Parsley

Available Funds: §332,253

There are more advanced recipes when you cook a gourmet meal.

Gourmet meals provide positive moodlets to Sims who partake of this fine cuisine. When your Sim chooses to cook a gourmet meal, this opens up an entirely new set of recipes and more of these recipes are unlocked as Sims develop this skill. Most Sims will not spend a lot of time developing Gourmet Cooking. However, those going into the Chef branch of the Culinary career will definitely need to get this skill up high if they want to get promoted.

INSPIRED
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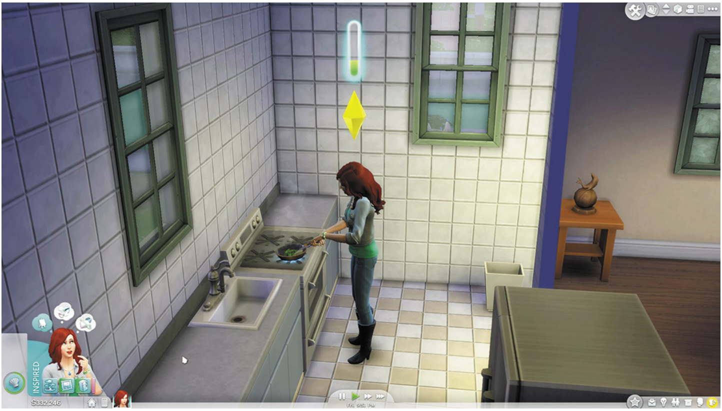


Think of Gourmet Cooking as an advanced branch of the Cooking skill. You develop it in the same way as the Cooking skill—just with different recipes.

Tip

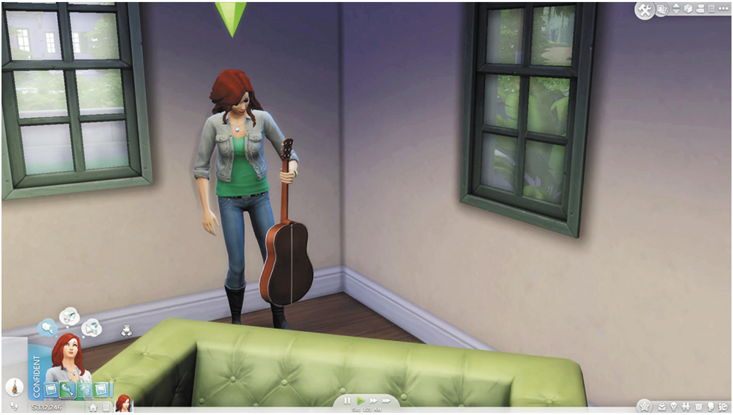
Try cooking while your Sims are Inspired. They will do a better job and the quality of the food will often be better.

Gourmet Cooking Skill Unlocks

Level	Unlocks
1	Make meals of a classier variety.
2	Prepare Butternut Gnocchi and Chicken Saltimbocca.
3	Prepare Herb Crusted Salmon and Spinach Frittata; learn the Fancy Spices trick move.
4	Prepare Prosciutto-Wrapped Asparagus; food you prepare grants the Delicious Dish Moodlet.
5	Prepare SimCity Cheesecake and Tiered Cake; learn the Air Slice trick move.
6	Prepare Rack of Lamb.
7	Prepare Lobster Tortellini and Lobster Thermidor.
8	Prepare Monte Cristo Sandwich and Research Advanced Cooking Techniques on a Computer.
9	Prepare Trout Meuniere and Share Cooking Secrets with other Sims.
10	Prepare Baked Alaska and Garnish dishes to increase their quality.

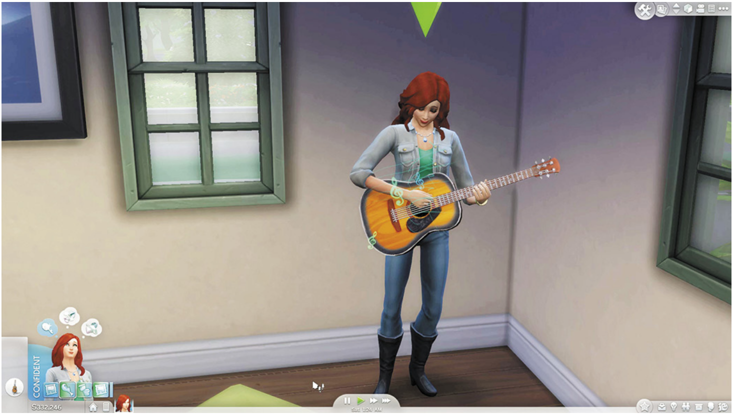
Guitar

If your Sim is in the Entertainer career, you will need to learn to play the guitar. However, it is a hobby skill as well. Buy a guitar and then practice playing it to learn the Guitar skill. Continue to practice and play to develop the skill to higher levels. Of course, you can also read a book about guitar to develop this skill.



Pick up a guitar to get started on this skill.

Playing the guitar helps take care of Sims' Fun need. Playing music can also influence the emotions of all Sims in the room. As a Sim increases in skill, they learn to play different types of music. They start off being able to play the blues and then add rock 'n' roll and then other types of music to their repertoire. These include country, ballad, classical, Latin, jazz, and avante garde.



Playing a guitar is fun and can create a positive environment for the Sims in the room.

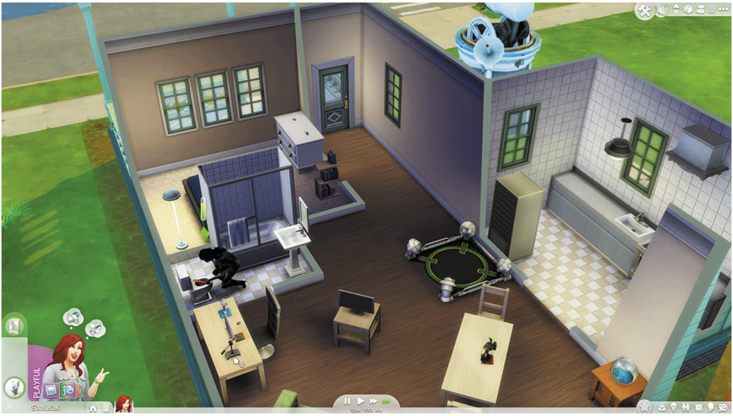
When you get to level 5, you can start playing for tips. Put a guitar in your inventory and then go to a nightclub or other venue and play for some extra cash. Later you can write songs and eventually sell your songs for money.

Guitar Skill Unlocks

Level	Unlocks
1	Practice Guitar.
2	Strum for Fun when feeling Playful, Research the Guitar at a Computer, Appreciate the Blues on the Stereo, and Enthuse about Guitar Solos to other Sims.
3	Play Blues Songs.
4	Jam on the Guitar and Play Rock Songs.
5	Play Country Songs.
6	Serenade other Sims and Play Ballads.
7	Play Latin Songs, Lull Sims to Sleep, and Promise to Dedicate Songs to other Sims.
8	Write, Scrap, and Name Songs and Play Classical Songs.
9	Play Jazz Songs and License Songs you've written at the Mailbox.
10	Play Avant-Garde Songs and Mentor other Sims in the Guitar skill.

Handiness

Most players don’t think about the Handiness skill until something in their home breaks. It could be a computer or a sink, or something else. Any electronic or plumbing object can break. Then when you click on it, you can choose to repair it or replace it. Repairing is free and can save you money. As soon as you start repairing something, you gain the Handiness skill.

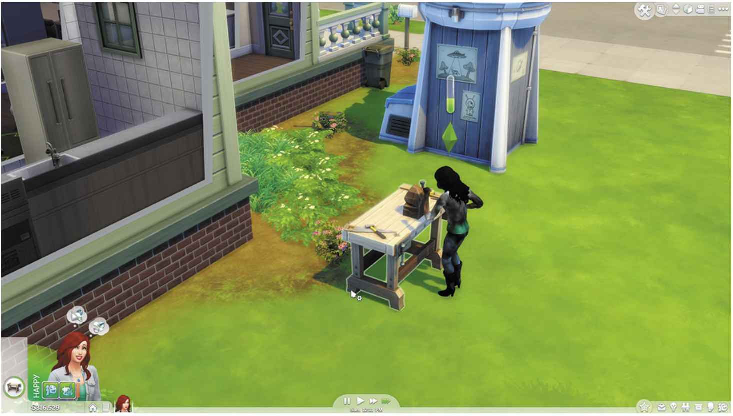


Repair a broken object such as a toilet to get started on the Handiness skill.

Read a book or continue to repair things to develop this skill. As you increase in skill level, you can begin to upgrade objects and make them better. Some of these upgrades require parts, which can be purchased using the computer. The higher your skill level, the more upgrades you can do. After repairing something, there is usually a pile of stuff left behind. Be sure to salvage parts from the pile before you throw it away because you can use the parts for upgrades. To do this, click on the pile and select Scavenge for Parts. This saves you from having to buy the parts.

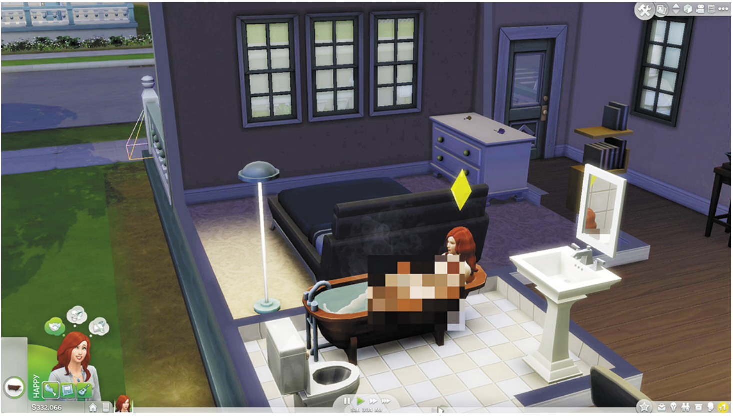
Note

A Sim with a low level in Handiness has a chance of getting shocked while repairing an electronic device. If that Sim continues to try to repair it after getting shocked, he or she might be electrocuted and die. Take the shock as a warning and just replace the device.



A workbench helps develop the skill while your Sim makes sculptures and furniture for your home.

There are only so many repairs and upgrades you can do around a home. Therefore, purchase the workbench. Here you can carve sculptures that you can then display in your home. Later, as your skill level increases, you can begin building furniture such as tables and chairs.



As your Sims develop the Handiness skill, they can eventually build a wooden bathtub. While it may not be all that comfortable, Sims can take pride in their creations.

Tip

If you want to get to the Forgotten Grotto in Oasis Springs, you must max out the Handiness skill to level 10 in order to break into the abandoned mine entrances that lead to this secret location.

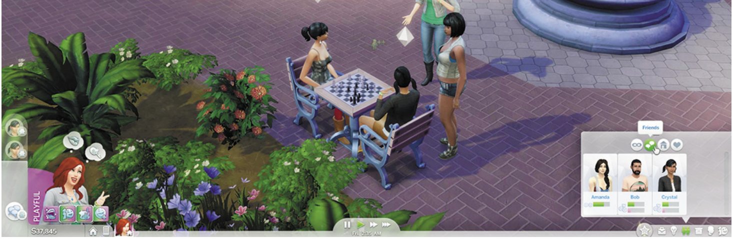
Handiness Skill Unlocks

Level	Unlocks
1	Salvage parts from piles of junk and Repair broken objects.
2	Perform Basic Upgrades on Plumbing objects, Craft Furniture at a Woodworking Table, Talk about Handiness with other Sims, and Purchase Upgrade Parts on the Computer.
3	Find rare parts and carve a few more sculptures.
4	Perform Advanced Upgrades on Plumbing objects and Craft End Tables at the Woodworking Table.
5	Lower chance of electrocution while Repairing, Perform Basic Upgrades on Kitchen objects, Craft Large Sculptures at the Woodworking Table, and Brag about Handiness to other Sims.
6	Craft Dining Tables and Chairs at the Woodworking Table and potentially find rare Electronic Parts from Salvaging.
7	Upgrade Plumbing objects twice as fast and perform Advanced Upgrades on Kitchen objects.
8	Perform Basic Upgrades on Electronic objects and Craft an Instrument at a Woodworking Table.
9	Perform Advanced Upgrades on Electronic objects and Craft Tubs at the Woodworking Table.
10	Always find rare parts from Salvage, Craft Toilets at a Woodworking Table, Upgrade Kitchen objects twice as fast, and Mentor other Sims in Handiness.

Logic

Logic is a unique skill. It is usually related to three different objects. While there are books on logic, the main ways to learn and develop this skill are by playing chess or using either the microscope or observatory. Travel to a park and play chess at one of the tables there. This also lets your Sims socialize and have fun. As your Sims level up in Logic, they are more likely to win games of chess—especially if the other Sim has a lower Logic skill level.

Pleasant Conversation

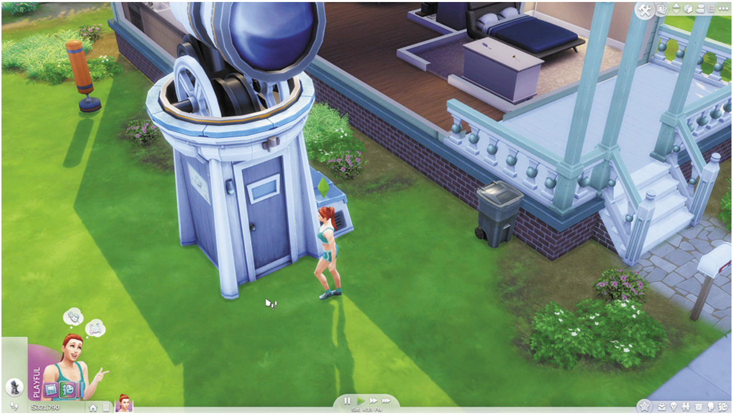


Play some chess and learn Logic skill at the same time.

Purchase a backyard observatory and place it on your lot. Then you can use the observatory to look at the stars. Not only does this help develop Logic, but you can also get space prints to add to your collection and hang on the walls of your home. There are 15 different space prints, and the only way to get them is by using the telescope.

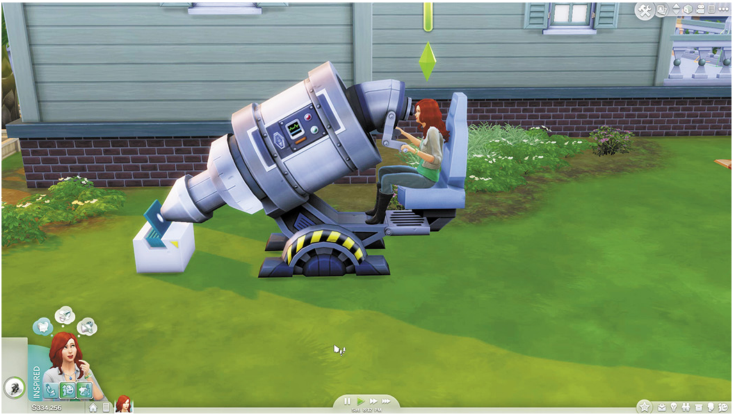
Tip

If you have the observatory, and another Sim with whom you are romantic, the observatory is a great place to WooHoo.



Observe the stars with your own personal backyard observatory.

Another way to develop Logic is by using the microscope—which is not very micro at all. While you can just use the microscope, if you also have the Gardening skill, you can collect microscope samples. Then view these microscope slides in the microscope. If you are successful, you get a microscope print to add to your collection and hang on the wall of your home. You can also take samples of fossils. Just put a fossil from your inventory in the world, and then take a sample. These can also result in prints from the microscope. You can collect 12 different microscope prints.



Use the microscope to increase your Logic skill and study the samples you take from fossils and plants.

Tip

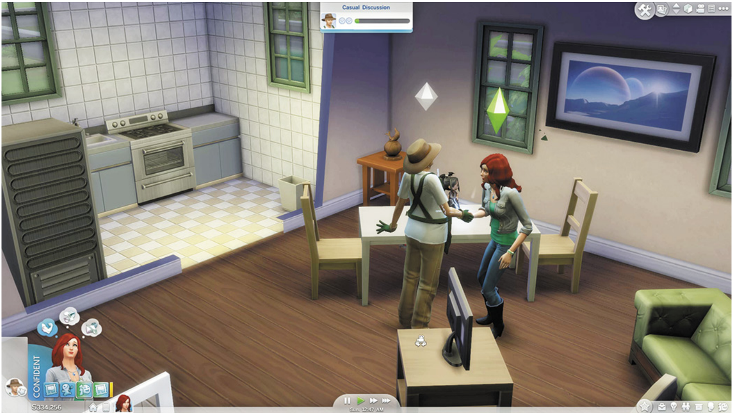
Try to get your Sims into a Focused emotion when you want them to develop Logic. This emotion helps them develop the skill faster.

Logic Skill Unlocks

Level	Unlocks
1	Play Card Games and Chess and Use Scientific Equipment.
2	Collect Plant Samples and Analyze them under a Microscope; Discuss Logic with other Sims.
3	Chance to gain slightly more Logic skill from Chess and Card Games than normal.
4	Read Intermediate Logic Books.
5	Collect Fossil Samples and Analyze them under a Microscope.
6	Chance to gain even larger amounts of Logic skill from interactions.
7	Read Advanced Logic Books.
8	Collect Crystal Samples and Analyze them under a Microscope; Provide Logical Solutions to Stressed Sims.
9	Receive an even better Moodlet from Chess and Card Game victories.
10	While angry, Rant Logically to reduce anger.

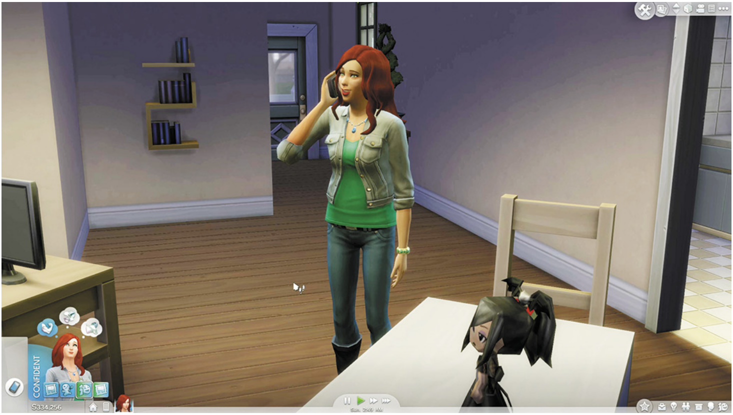
Mischief

Mischief is a social related skill that is required by some careers such as the Criminal career and the Villain branch of the Secret Agent career. As soon as you use a mischief social during a conversation, you learn the Mischief skill. You can further develop it by reading a book on the skill and by continuing to use mischief socials and interactions.



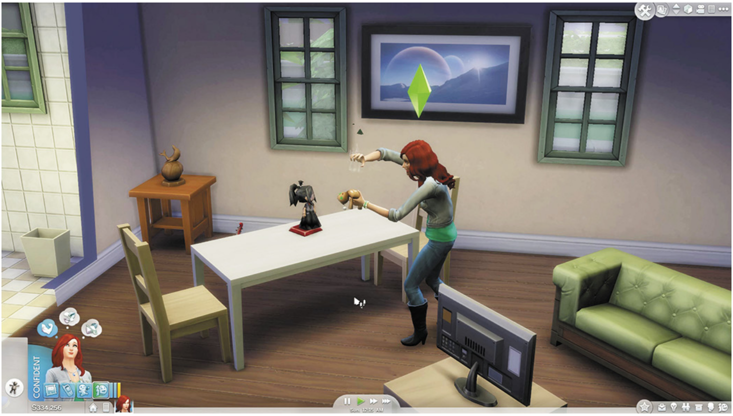
A hand buzzer is always a funny gag to use while in a conversation.

As you develop this skill and increase in level, you gain new interactions. Some let you interact with objects such as kicking over a garbage can or clogging the drain of a sink. You can also use your cell phone to make prank calls or play hooky from work. Finally, there can also be mischief on the computer as you "troll teh forums."



Make a prank call to one of the Sims you have met to help build up your Mischief skill.

Once you learn the Mischief skill, you can order a voodoo doll by using the computer. It will arrive in the mail. In order to use this, you must bind it to another Sim who must be in the same area. Once it's bound, you can do different actions to the doll, which affect the person as well. However, sometimes these actions backfire and happen to your Sim instead.



Bind a voodoo doll to another Sim, and then make mischief with the doll.

Tip

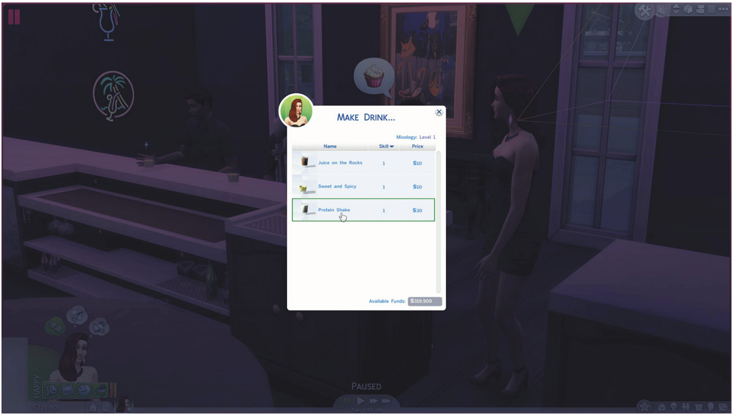
If you have a backyard observatory and have developed the Mischief skill a bit, then you can use it to spy on your neighbors. Keep progressing in skill level and you can stuff fruit into a neighbor's rocket exhaust. These pranks can be hilarious—at least to you.

Mischief Skill Unlocks

Level	Unlocks
1	Perform Trick with Handbuzzer and several other mischievous social interactions.
2	Troll teh Forums on a Computer and Tablet.
3	Ask Due Date on Sims who aren't pregnant, Dare Sims to Streak, Kick Over Trashcans, make Prank Phone Calls, Stomp in Puddles, Purchase Voodoo Dolls on the Computer, and Tickle the Voodoo Doll.
4	Share Conspiracy Theories with other Sims, use a Computer to Send Chain Letters, use an Observatory to Spy on Neighbors, and become Partners in Crime with other Sims.
5	Perform Noxious Cloud on other Sims and Clog Drain on sinks and tubs.
6	Use the Phone to Play Hooky.
7	Describe Apocalypse to other Sims.
8	Use a Computer to Send Spam Money Request and Stuff Fruit in Exhaust Port of a Rocketship.
9	Perform Slap 'Em Silly on other Sims.
10	Perform Air Horn on other Sims.

Mixology

Mixology is the skill of crafting drinks. In previous *The Sims* games it was known as bartending. Use a bar to make a drink and you have learned the basics of this skill. At first, Sims can make only a very limited selection of drinks. If you don't have a bar at your home, just go to a nightclub or lounge and use theirs. They don't mind if a person who is not an employee makes their own drinks.



MAKE DRINK...

Mixology: Level 1

Name	Skill	Price
Juice on the Rocks	1	$10
Sweet and Spicy	1	$10
Protein Shake	1	$30

Available Funds: $319.909

Sims at level 1 of the Mixology skill can make only three different drinks.

Sims in the Culinary career need to develop their Mixology skill before they decide whether to branch into the Chef or Mixologist branches. Because you don't always have bar handy to use to develop this skill, you might want to get the books and read about the Mixologist skill. In addition, when you go out on the town, spend some time tending bar. Other Sims will ask you to make drinks and this can give you experience. Though you may not be able to put on a great performance early on, practice makes you better. In addition, each time you increase in skill level, you learn how to make new types of drinks.

$10
HAPPY
$319,899

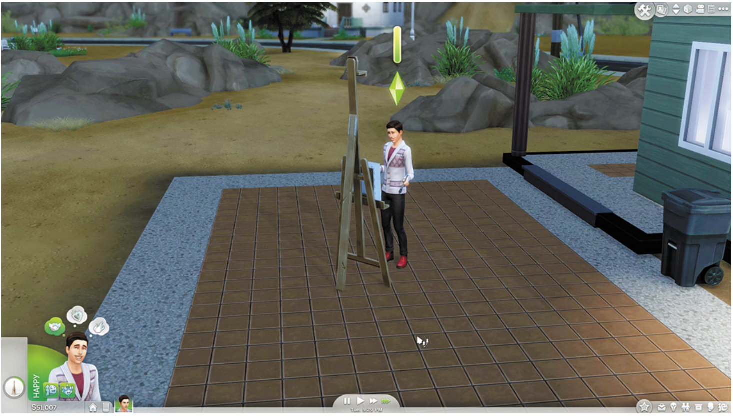
Get behind a bar and make drinks when you are out with your friends. As you develop this skill, you can make even more types of drinks and your performance while making the drinks improves.

Mixology Skill Unlocks

Level	Unlocks
1	Make Drinks at the Bar.
2	Recipes for Tang and Wrench, learn the Behind the Back trick move, and Talk to Others about Drink Making.
3	Recipe for Ridgeport.
4	Recipe for Dim & Gusty, learn the Juggle trick move, and drinks you make can provide strong Moodlets to other Sims.
5	Recipe for Salty Llama and you get the Talented Tender Moodlet after making a drink.
6	Recipe for Sea Splash and Practice Bar Tricks.
7	Recipe for Sour Punch, learn the Bottle Stack trick move, and drinks you make provide stronger Moodlets to other Sims.
8	Recipe for Silent Film and Share Mixology Secrets with other Sims.
9	Recipe for Simsapolitan and learn the Bottle Fireball trick move.
10	Recipe for Sunset Valley, Granny Smash, and Shadow Realm, Freshen Drink to reset its spoilage timer, and receive the Mix Master Moodlet after making a drink.

Painting

Painting is a skill required for the Painting career. However, for other Sims it is a hobby. Painting provides Fun for Sims' needs and can be a good break from work. To learn this skill, you can either read a book on painting or buy an easel and start painting. You have to pay for the canvases you use, so it is good to have a source of income if you take up painting. A small canvas is §50, a medium canvas is §75, and a large canvas is §100.

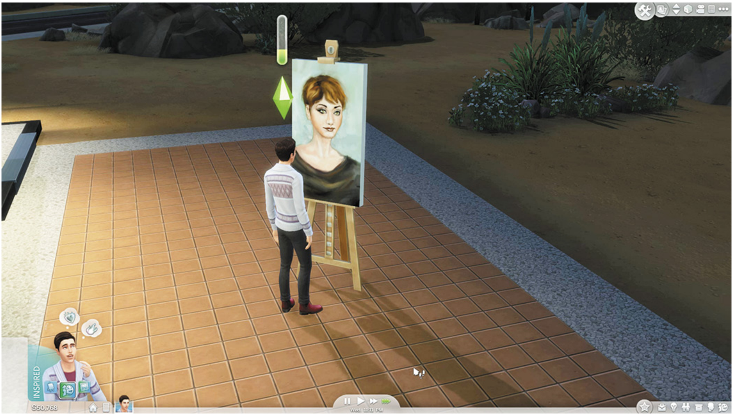


All you need is an easel and you can start working on the Painting skill.

When you start out as a painter, you can only paint low quality classical paintings. Then as you develop this skill and level up, you can eventually paint pop art, realism, abstract, surrealism, and finally impressionistic art. Each time you learn a new style, you begin at the lower quality. However, keep building up the Painting skill and the quality of your art will get better.

Note

Inspired Sims develop their skill faster and those paintings created while Inspired are usually of better quality and worth more money. If a Sim is Confident, he or she can paint a Confident painting. This painting has an emotional aura that increases Confidence for the Sims in a room where it is displayed.



As your skill increases, your paintings get better.

Once you complete a painting, you can put it in your inventory, frame it, hang it up in your home, or sell it to a collector. Eventually you can make good money by selling your paintings. Plus, as you level up in this skill, you can talk about painting to other Sims.

Tip

If you are doing a lot of painting, it is important to take some breaks and socialize because painting is often a solitary activity. Remember to keep your Sim well rounded.

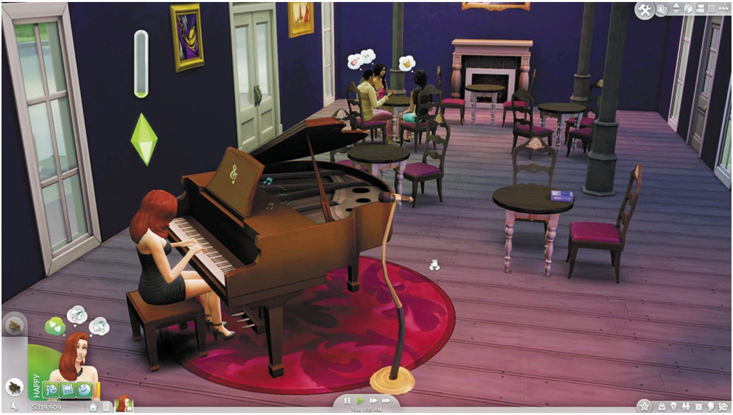
Painting Skill Unlocks

Level	Unlocks
1	Create beautiful canvas artwork.
2	Discuss Color Theory with other Sims.
3	Create low skill Pop Art.
4	Create low skill Realism and Abstract paintings and medium skill Classic paintings.
5	Create medium skill Pop Art and low skill Surrealism and Impressionistic paintings.
6	Create high skill Classic paintings and medium skill Realism and Abstract paintings.
7	Create high skill Pop Art and medium skill Surrealism and Impressionistic paintings.

8	Create high skill Realism and Abstract paintings and Describe Aesthetics in conversation with other Sims.
9	Create high skill Surrealism and Impressionistic paintings.
10	Become a Master Artist and Mentor other Sims in Painting.

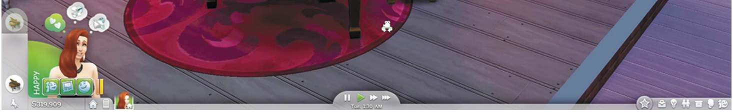
Piano

Piano is another skill based on a musical instrument. At the start of a game, your Sims probably don't have enough money to buy a piano. No problem. Head over to the nightclub and use their piano. Sit down and start hitting the keys and you have learned the Piano skill. Of course, you can also read books about the skill to develop your prowess at tickling the ivories.



A nightclub is a great place to learn to play the piano.

The best way to develop the Piano skill is to keep playing. Eventually you will want to purchase a piano for your home. When you first begin, you can just practice. Then as you level up the skill, you can begin playing traditional songs. Keep playing and as you get to higher skill levels, you learn new styles.



Keep improving this skill and your Sims can eventually earn tips by playing the piano for other Sims. Maybe they can make enough to pay for their drinks.

When you get to level 2, you can begin using the computer to help you on this skill. Start by researching the Piano skill and then eventually you can write songs on the computer and even sell your songs. When you are good enough, you can play for tips when there are other Sims around. Nothing like making some money while working on a skill.

Tip

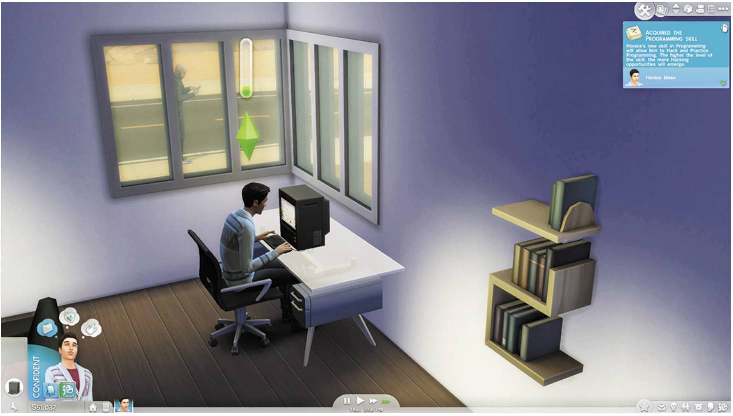
Try to get your Sims Inspired when they are working on the Piano skill. They will perform better, develop the skill faster, and write songs quicker as well.

Piano Skill Unlocks

Level	Unlocks
1	Practice the Piano.
2	Rhapsodize about Piano Sonatas to other Sims, Research the Piano at the Computer, and Appreciate Classical Music on a Stereo.
3	Play Traditional Songs and Plunk for Inspiration.
4	Play a Concerto and Play Blues Songs.
5	Play Romantic Songs and Listen and Learn from other Pianists who are more skilled.
6	Serenade other Sims and Play Post-Bop Songs.
7	Play Latin Songs and Promise to Dedicate Songs to other Sims.
8	Write, Scrap, and Name Songs, Play Ragtime Songs, and Perform Jazz Up the Place.
9	Play Classical Songs and License Songs you have written at the Mailbox.
10	Play Avant-Garde Songs and Mentor other Sims on the Piano.

Programming

Several careers require Sims to learn and develop the Programming skill. These include Secret Agent, Criminal, and of course Tech Guru. Unless your Sims are in those careers, they don't really need to develop Programming skills unless they intend to get to the higher levels where there are some tangible benefits. To get started on this skill, your Sims can read a book on programming, or get a computer and practice programming.



ACQUIRED THE PROGRAMMING SKILL

Horace's new skill in Programming will allow him to Hack and Practice Programming. The higher the level of the skill, the more Hacking opportunities will emerge.

Horace Mean

if you want to start working on this skill, just get onto a computer and practice programming. This can get you up to level 2.

As you increase your skill levels in Programming, you can do more and more things on the computer. Your Sims can make plugins, mod games, and even hack into accounts to make a little money. Programming Sims can take on freelance jobs for money and eventually make money by designing games of their own. Try to get your Sims Focused before they begin programming. They can complete projects faster and develop this skill in less time.

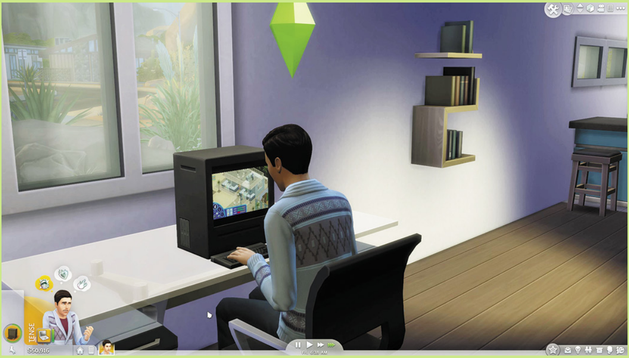
CONFIDENT
$51,049
Thur. 9:00 PM

Programming can take a lot of time on the computer, so it pays to invest in a more reliable computer that won't break down frequently.

Unlike some skills that provide a benefit even if Sims only develop the first few levels, Programming takes a lot of time and development to become profitable. However, if your career requires you develop this skill to levels 6 or higher, you might as well go all the way to the max at level 10.

Tip

If you sit at the computer programming for too long at one time, your Sim will get Tense. Either take a shower to reduce the tension or take a break and play a video game.

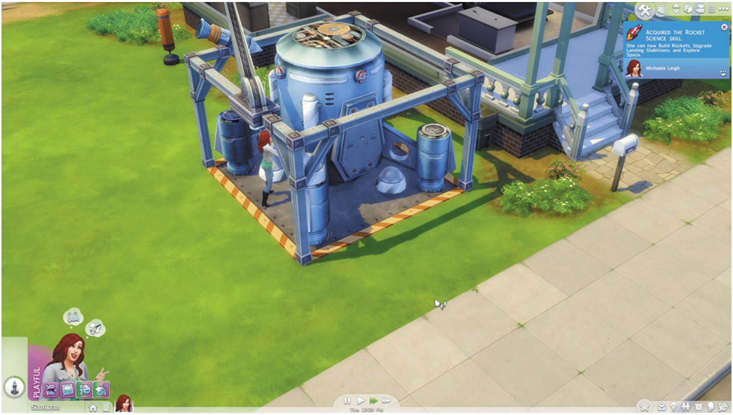


Programming Skill Unlocks

Level	Unlocks
1	Hack and Practice Programming.
2	Make Plugins.
3	Mod Games.
4	Make Viruses and Hack School Grades (teens only).
5	Perform Freelance Work.
6	Hack Work Performance.
7	Make Mobile Phone Apps.
8	Increased skill at Hacking.
9	Make Computer Games.
10	Hack Supercomputers.

Rocket Science

Sims employed in the Astronaut career are required to learn and develop the Rocket Science skill. However, this is a fun skill for any Sim to work on. Think of it as an expensive hobby that can lead to a lot of adventures. Sims can pick up volume 1 of the rocket science books and get started learning this skill. However, for only §5,000 you can buy a Steampunk Flyamajig. Well actually, you just buy a kit for this rocket. Then you have to assemble it yourself. You need an open 6x6 square of land on your lot to place the launch pad. Then click on the pad and have your Sim start building the rocket. As soon as you start, you gain the Rocket Science skill.



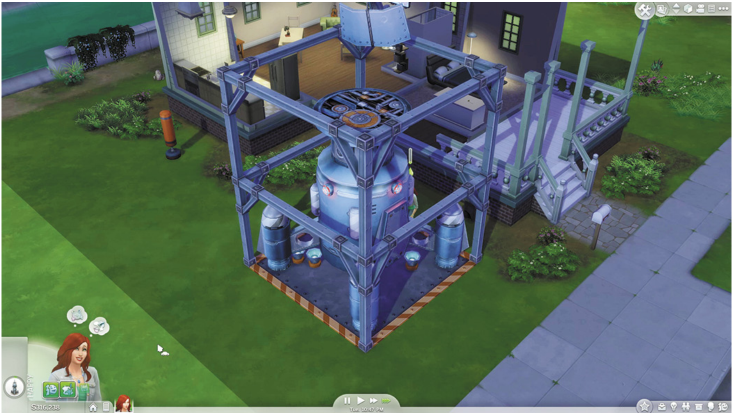
ACQUIRED THE ROCKET SCIENCE SKILL.

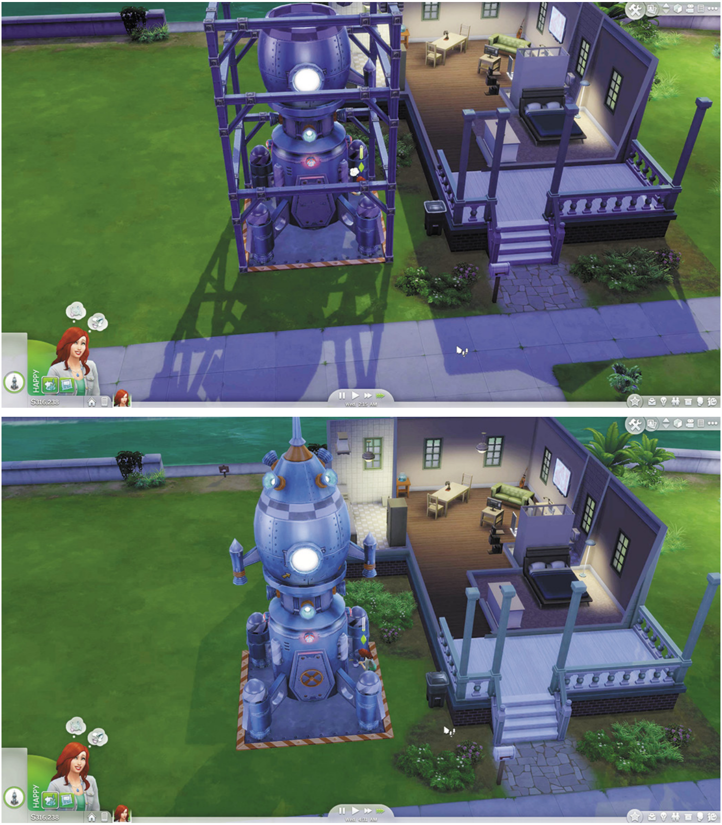
She can now Build Rockets, Upgrade Landing Stabilizers, and Explore Space.

Michaela Leigh

Unfortunately the rocket does not come pre-assembled. You will have to build it yourself.

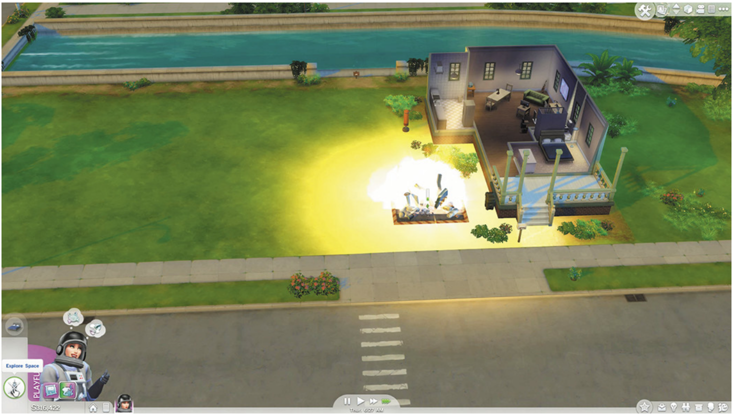
The rocket takes hours and hours to build. You will probably have to stop working and come back to it later so you can take care of your Sims' needs or so they can go to work. If you start building a rocket with no skill in Rocket Science, by the time the rocket is completed, you can be at level 3! Then do some upgrading, and you'll be to level 5 before you even take it up for a spin.





Building the rocket will take many hours. Your Sims will have to take breaks and can't build it all at once.

While building and upgrading the rocket really helps develop this skill, you can continue to develop it by using the rocket to explore space. When you do this, your Sim dons a space suit, climbs into the rocket, and takes off, leaving the earth. You monitor the Sim's progress via message windows that pop up. The choices you make can result in rewards—whether it be parts, space rocks, money, seeds for alien plants, or even aliens—that you can add to your collections.



Space travel can be dangerous. There is a risk that your rocket will crash on landing. Be sure to put out the fire so it does not spread and burn down your house. You have to buy another rocket and build it if you want to continue to explore space.

Tip

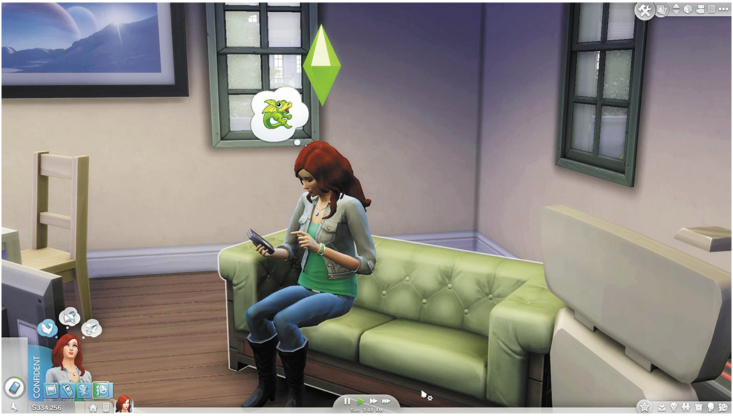
The rocketship is good for more than just exploring space. You can use it for zero-G workouts to develop your Fitness skill, or for WooHooing in space.

Rocket Science Skill Unlocks

Level	Unlocks
1	Build Rockets, Upgrade Landing Stabilizers, and Explore Space.
2	Build and Upgrade faster.
3	Expand Fuel Storage Tanks for Rockets.
4	Build and Upgrade faster.
5	Upgrade to Improve Maneuvering Thrusters on Rockets.
6	Expand Cargo Bay on Rockets.
7	Upgrade to Install Cannon Defense System on a Rocket and Build and Upgrade faster.
8	Build and Upgrade faster.
9	Install Automated Landing Computer Upgrades on Rockets.
10	Become a Master Rocket Scientist.

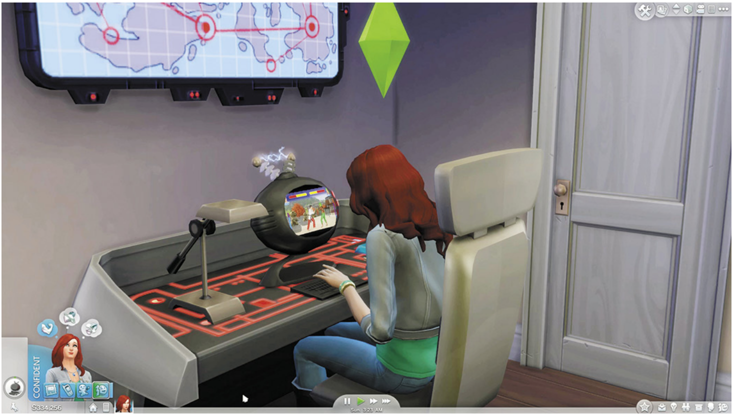
Video Gaming

Is Video Gaming really a skill? Yes it is. As soon as you play a game on your cell phone or a video game on the computer, you have learned the Video Gaming skill. Then as you continue playing, you develop the skill and level up. Playing video games is a great way for Sims to relax and have some fun. So after a hard day at work or while working diligently on another skill, take a break and play a video game to get some positive moodlets. Or you can try reading a book about video games. (Isn't that what you are doing right now?)



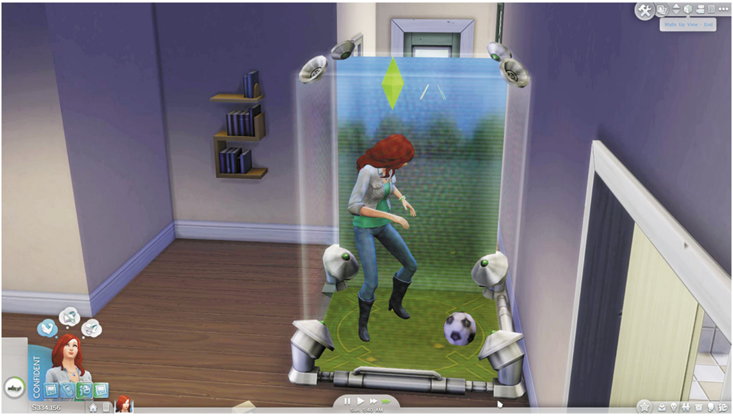
Everyone can play a video game on their cell phone.

When you first start playing video games on the computer, there are not a lot of choices. However, as you advance and increase your skill level, more games become available. Then you can eventually enter novice tournaments and finally professional tournaments where you can test your skills against other Sims to see how you come out.



Once you get a computer, you can play video games on it.

Sims in the Tech Guru career need to develop the Video Game skill if they go into the eSport Gamer branch. In fact, to get to the highest level in this career, Sims need to develop their Video Gaming skills to level 9. If you are that close, you might as well go to level 10 and max out the skill.



The MotionMonitor Gaming Mat is the ultimate in video games.

Tip

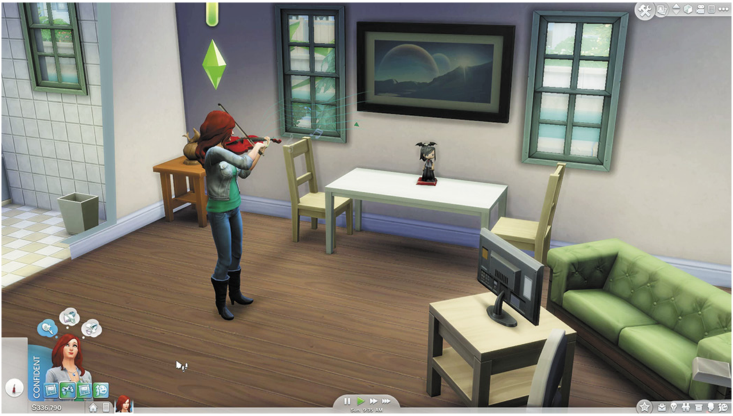
Video games are an easy way for Sims to have fun and relax. In fact, when Sims have taken care of their needs and don't have anything else to do, they may start playing video games on their own. If you would prefer them to do something more productive, keep an eye on them and give them some other actions to do instead.

Video Gaming Skill Unlocks

Level	Unlocks
1	Develop skills on Computers, Tablets, Motion Gaming Rigs, or on the Phone.
2	Discuss Game Strategy with other Sims.
3	Enter Novice Game Tournaments.
4	Get better and better at gaming every day.
5	Research Advanced Game Strategy and Impress other Sims with Video Game Prowess.
6	Enter Professional Game Tournaments.
7	Watch a Gaming Livestream on the Computer and Gossip with other Sims about Video Game Pros.
8	Make Fun of Noobs.
9	Become an elite gamer; few can match your gaming prowess.
10	Legendary status among the Sim gaming community.

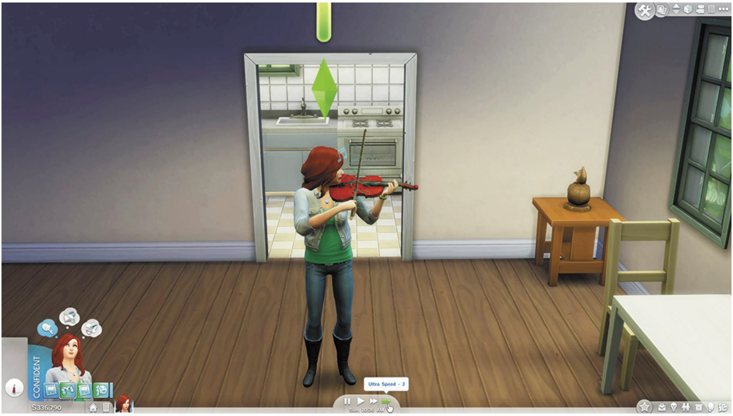
Violin

The Violin skill is the third musical instrument skill and is very similar to Guitar and Piano skills. You can read books on the violin or you can buy a violin and start practicing. This will give you the skill. Continue practicing to increase your skill level. As you do, you will learn new styles of music and with each style, you also learn several new songs that you can play.



Buy a violin and start practicing.

Like the other instruments, as you increase in skill level, you can begin playing for tips. You can also use your computer to research violin. Keep developing the skill, then you can write violin songs and even sell them.



As you advance in skill levels, you learn new styles of music and new songs.

Tip

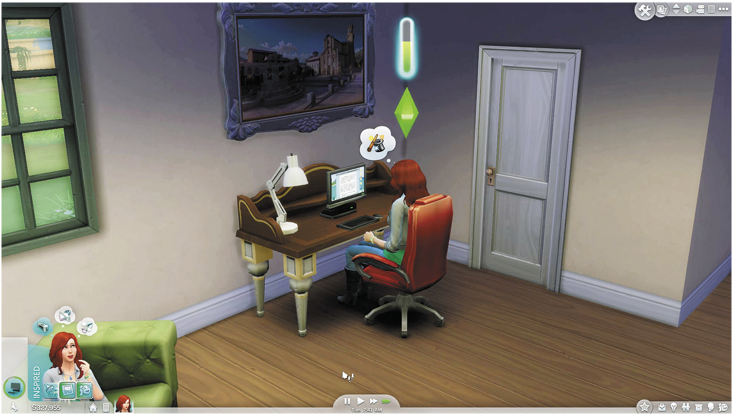
Get your Sims Inspired before they start playing the violin. This helps them develop the skill faster and they will play better. In addition, Inspired Sims have a higher chance at writing high quality songs that will sell for higher prices.

Violin Skill Unlocks

Level	Unlocks
1	Practice the Violin.
2	Research the Violin on the Computer, Discuss Violinists with other Sims, and Appreciate Classical Music on the Stereo.
3	Play Traditional Songs.
4	Play a Concerto and Play Rock Songs.
5	Play Country Songs.
6	Play Romantic Songs and Serenade other Sims.
7	Perform Eastern Music, Bring Sims to Tears with your playing, and Promise to Dedicate Songs to other Sims.
8	Write, Scrap, and Name Songs and Play Swing Songs.
9	Perform Advanced Classical Songs and License Songs you have written at the Mailbox.
10	Play Avant-Garde Songs and Mentor other Sims in the Violin skill.

Writing

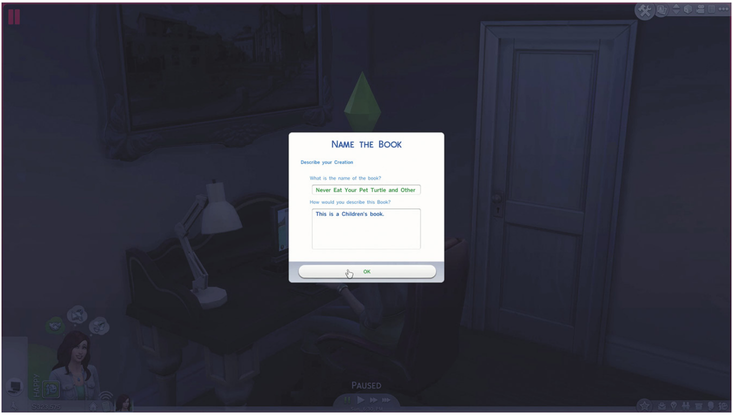
Sims pursuing the Writer career will need to learn and develop the Writing skill. In fact, they will need to max it out at level 10 to get to the highest level of promotion. Sims can read a book on writing to get started or get onto a computer and practice writing. Once they get to level 2, Sims can begin writing a genre book. At this level, they can only write a children's book. Other genres become unlocked later, along with the ability to write poetry and short stories.



Inspired Sims write faster, develop the skill faster, and have a better chance of writing a best seller.

As Sims develop the Writing skill, they can discuss literature with other Sims. In addition, they can try to self-publish their books to make money and eventually sell their books to publishers. Writing can take a lot out of a Sim. After writing for a few hours, the Sim gets a Writer's Block moodlet that prevents the Sim from writing for a few hours. Use this time to take care of the Sim's needs or work on another skill that is fun. Then as soon as the moodlet is gone, the Sim can get back to writing. A

Sim will usually have to take at least one break while writing a book.



Name the Book

Describe your Creation

What is the name of the book?

Never Eat Your Pet Turtle and Other

How would you describe this Book?

This is a Children's book.

When you write a book, you get to name the title and write a short description. When it is finished and on your bookshelf, this is the information that will appear.

HAPPY
$323,575
Mon. 12:27 AM

All authors get writer's block. When this happens, have something fun for them to do while they are waiting for the block to go away.

Tip

Before sitting down at the computer to write, have your Sims take a Thoughtful shower. This will put them in an Inspired emotional state and the writing process will go better.

Writing Skill Unlocks

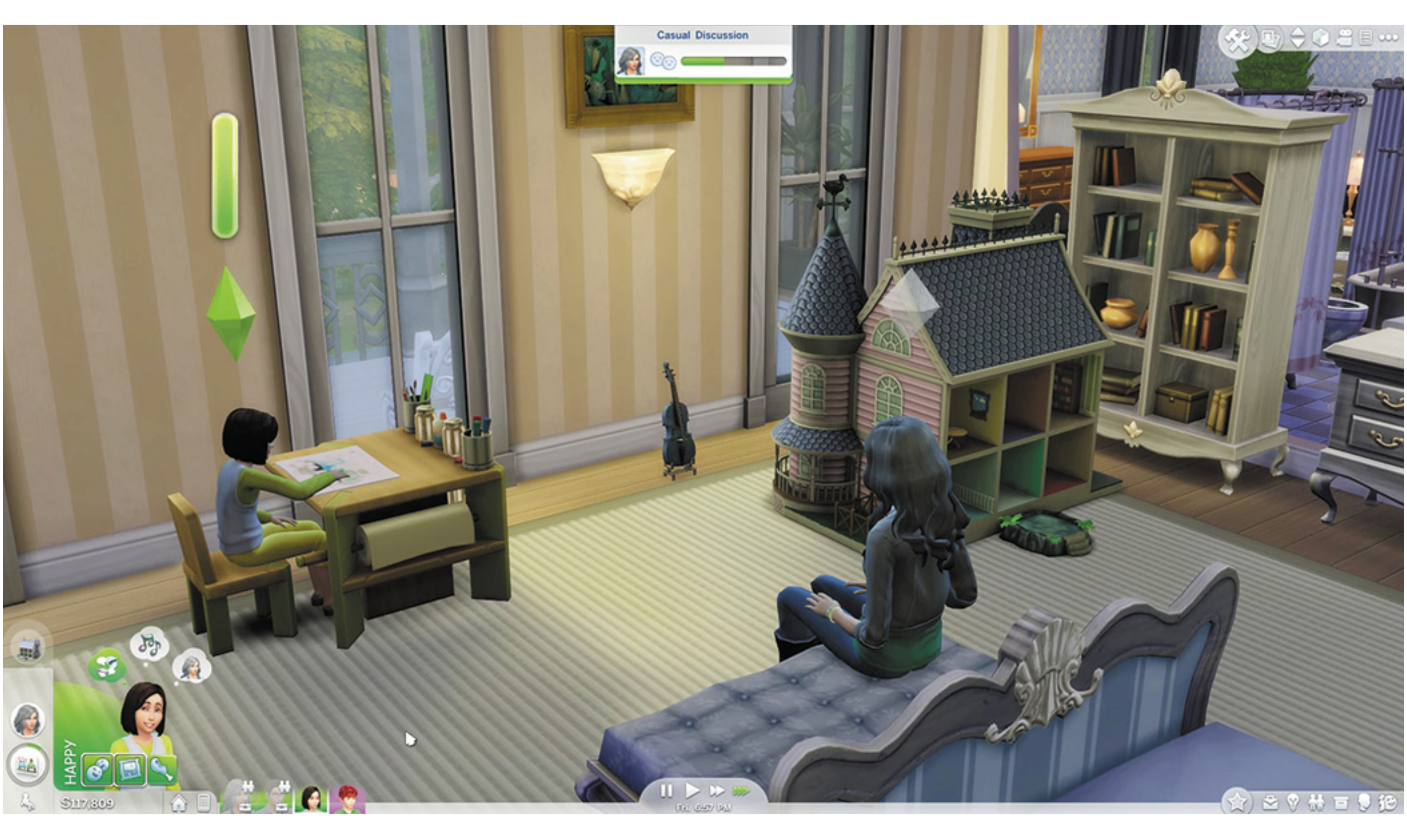
Level	Unlocks
1	Enjoy the benefits of an expanded vocabulary and grammatically correct sentences.
2	Self-Publish Books.
3	Write Short Stories, Write Excuse Notes for other Sims, Read Non-Fiction Books for Reference, and Discuss Favorite Book/Author with other Sims.
4	Write Poems and Write Love Emails to other Sims.
5	Write Non-Fiction, Sell to publisher, and Recite Love Poetry to other Sims.
6	Write Screenplays.
7	Write Fantasy and Enthuse About Iambic Pentameter with other Sims.
8	Write Science Fiction.
9	Write Mystery and Submit to Literary Digest mentor.
10	Write Biography and Mentor other Sims in Writing.

Build Up Those Skills

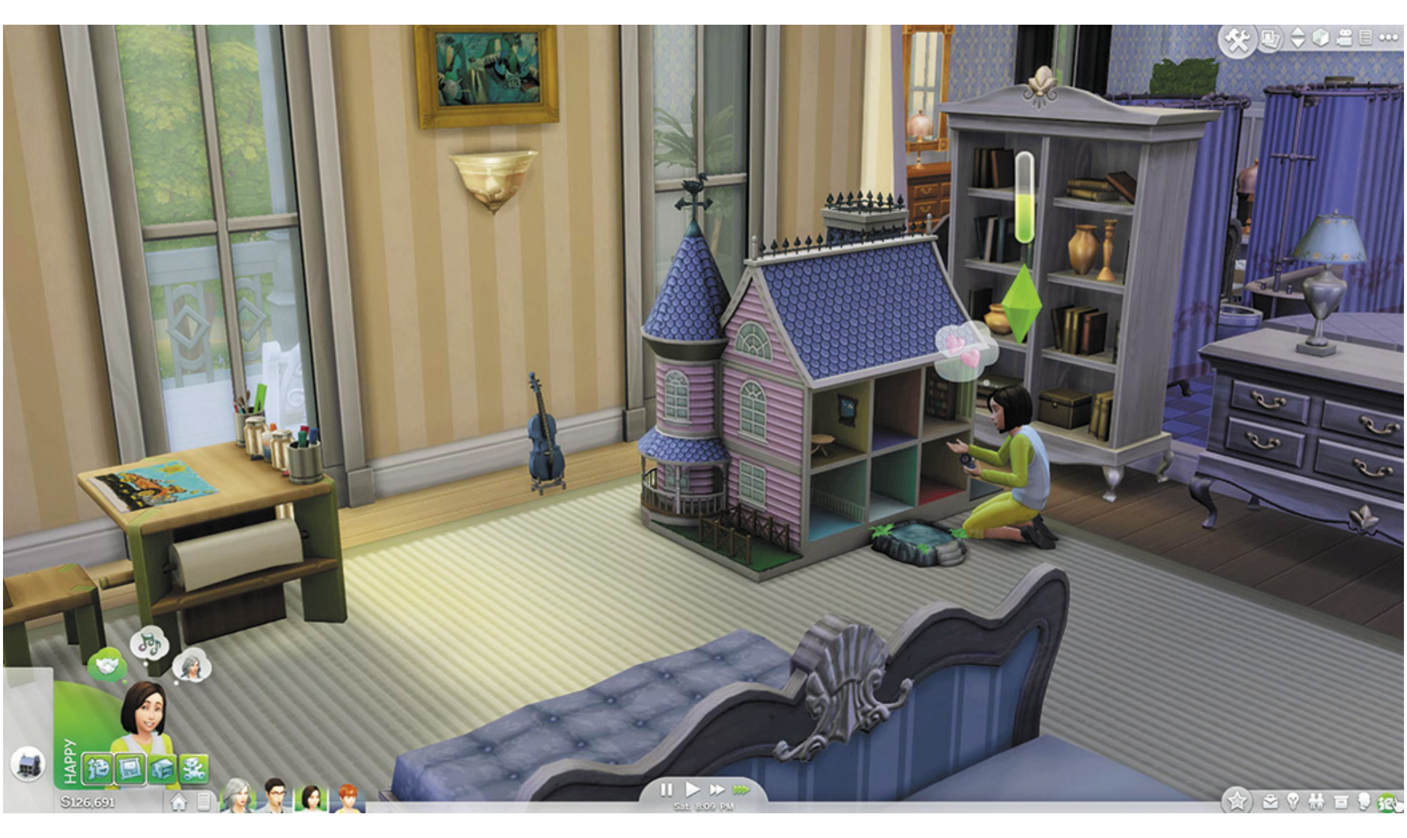
Child Skills

Creativity

Child Sims have only four skills and each child begins with each skill at level 1. There are no books for developing these skills. Kids just need to do things. Creativity is the first child skill. It is developed by using the art table as well as playing with the dollhouse and various dolls and toys. As this skill level increases, new interactions with toys unlock and children can draw new types of pictures at the art table. The Creativity skill is related to the Painting skill.



The art table is a great toy for helping to develop Creativity skill.



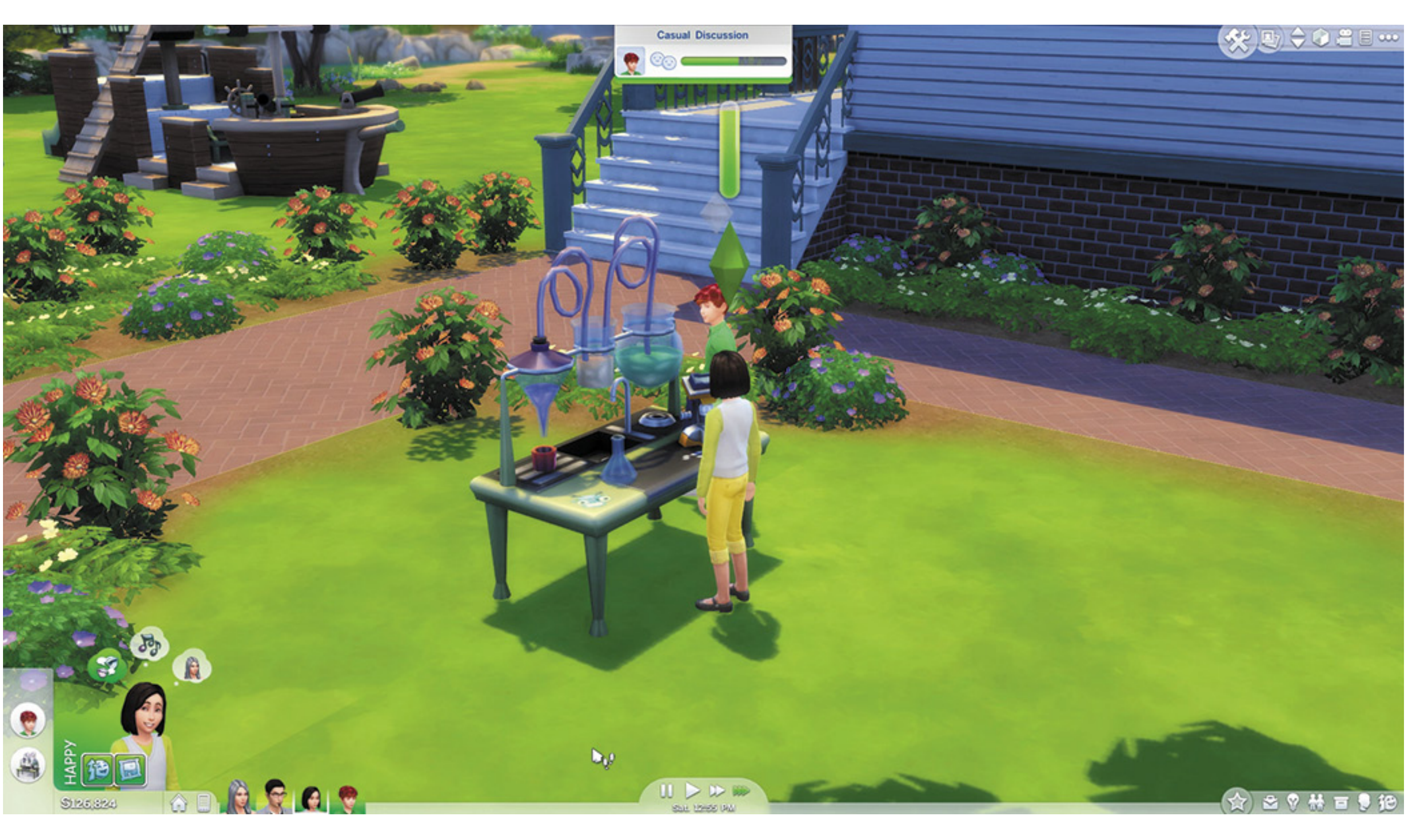
Sims can play with the dollhouse or with another Sim. Two children could both increase their skill at the same time.

Creativity Skill Unlocks

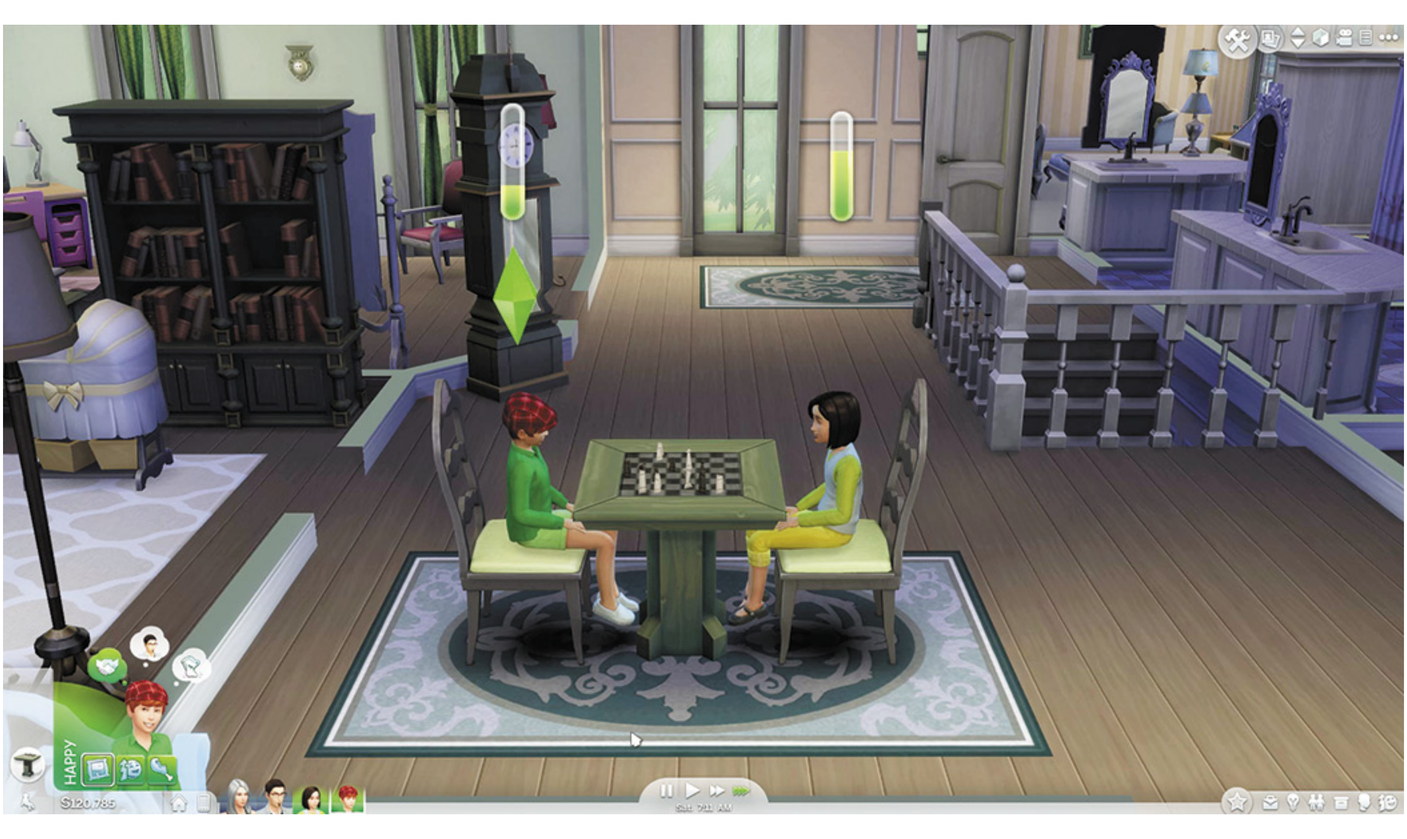
Level	Unlocks
1	Draw on an Activity Table and Play with the Dollhouse and Toybox Toys.
2	Draw a new image at the Activity Table.
3	Get more satisfaction from Playing on a Pirate Ship Jungle Gym.
4	Draw a new image at the Activity Table, Tell Make Believe Story to other Sims, and Daydream.
5	Sometimes become Inspired when Playing with a Dollhouse.
6	Draw a new image at the Activity Table and get better Moodlets from Playing with Toys.
7	If you own a Dollhouse, Write Dollhouse Story on the Computer; get more satisfaction from Playing on Pirate Ship Jungle Gyms.
8	Draw a new image at the Activity Table.
9	Narrate a Tale of Dolls on a Dollhouse.
10	Become a Master of Creativity; ability to gain Piano and Violin skills.

Mental

The Mental skill is developed by using the science table to do experiments as well as by playing chess. As child Sims develop this skill, they gain access to new computer programs, which can help with the skill, as well as socials. This skill is related to Logic.



Children like performing experiments on the science table.



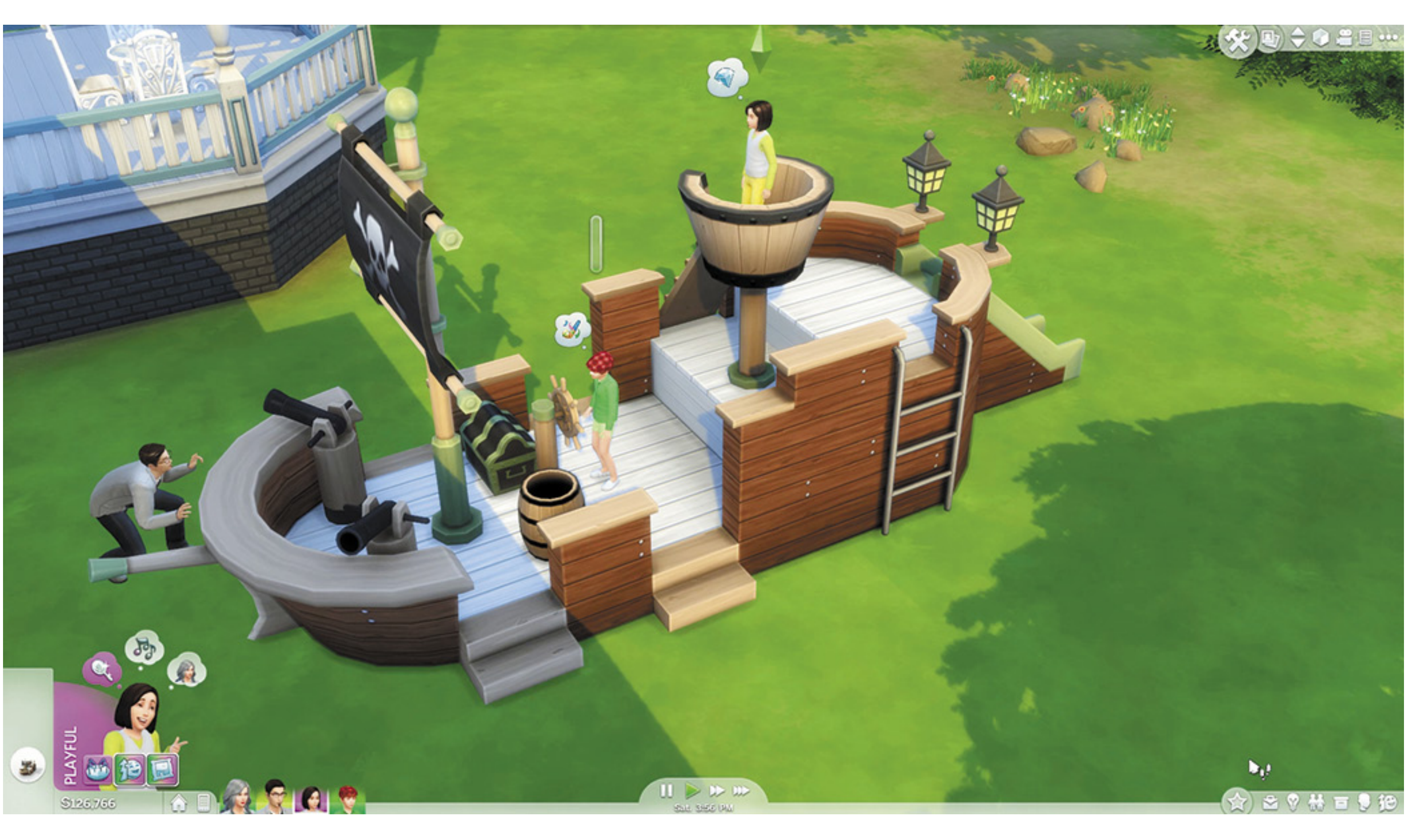
Chess not only offers a chance to develop the Mental skill, but Sims can also socialize.

Mental Skill Unlocks

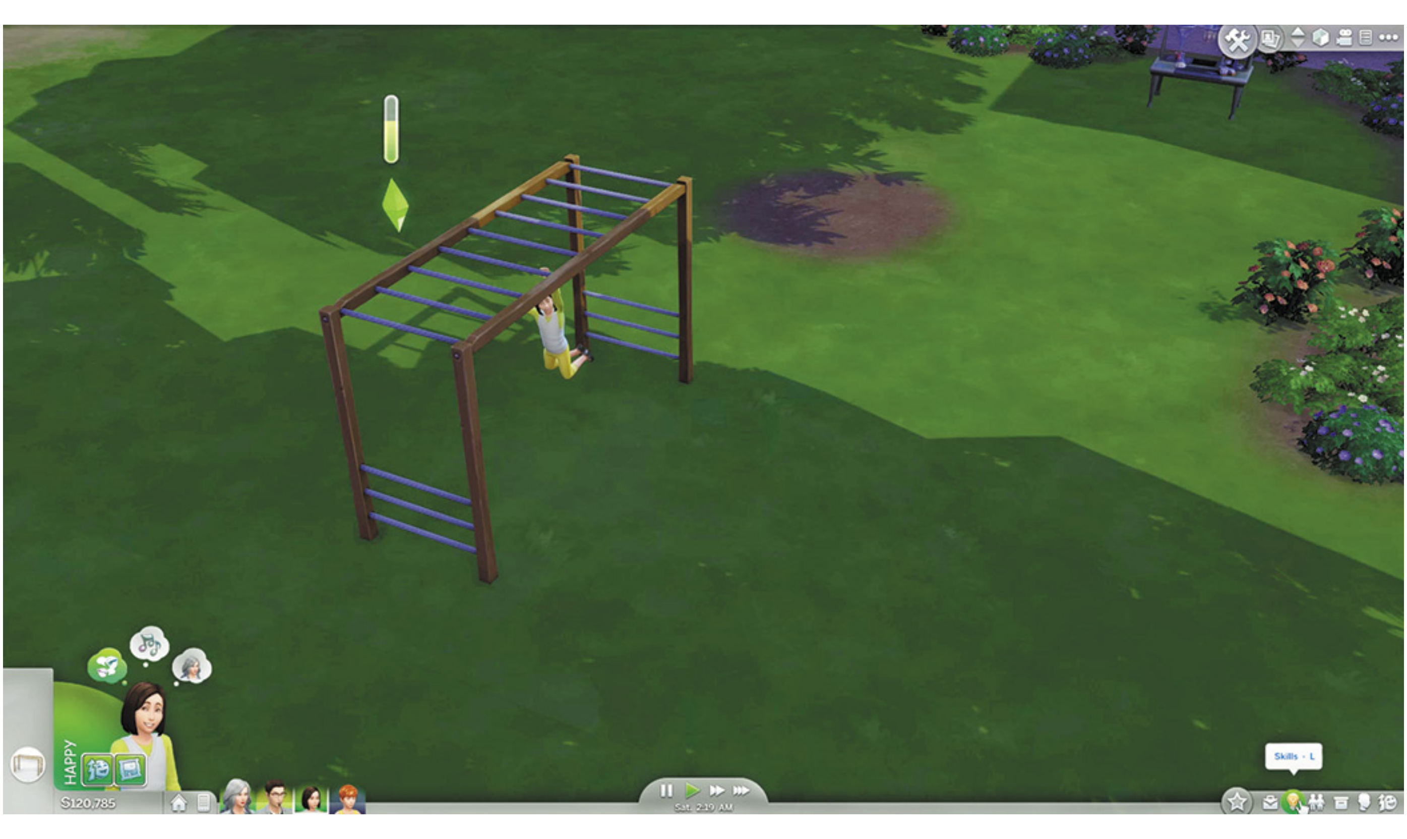
Level	Unlocks
1	The wide world of programming, parabolas, and checkmates awaits.
2	Play Arithmetic Game on a Computer.
3	You're on your way to becoming a true savant.
4	Get better Moodlets from Playing Arithmetic Game on a Computer and Create Health Potion at a Science Table.
5	Talk about Fractions with other Sims.
6	Research on Simpedia at a Computer.
7	Create Emotion Potion at a Science Table and get better Moodlets from the Science Table and Space Ship Jungle Gym.
8	You're getting smarter every day.
9	Sometimes gain more Mental Skill from Research on Simpedia and Play Arithmetic Game on a Computer; Attempt Mental Telepathy.
10	Create Stink Drink at a Science Table and gain skill in Logic, Video Games, and Fishing.

Motor

The Motor skill is related to the Fitness skill. Child Sims develop it by playing on the jungle gyms and the monkey bars.



The pirate ship jungle gym is a great place for children to play. Even adults can join in.



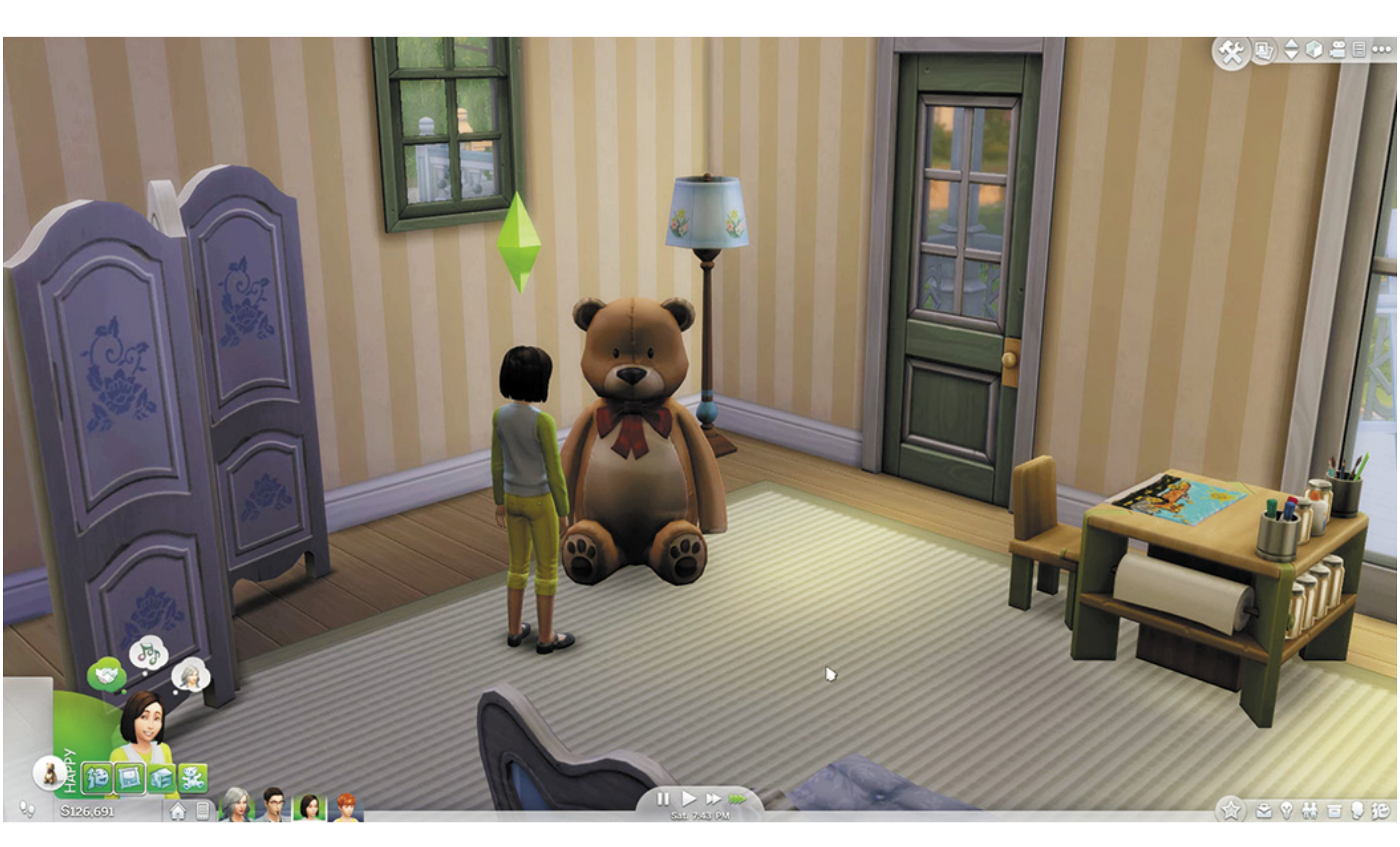
Use the monkey bars to build up the Motor skill.

Motor Skill Unlocks

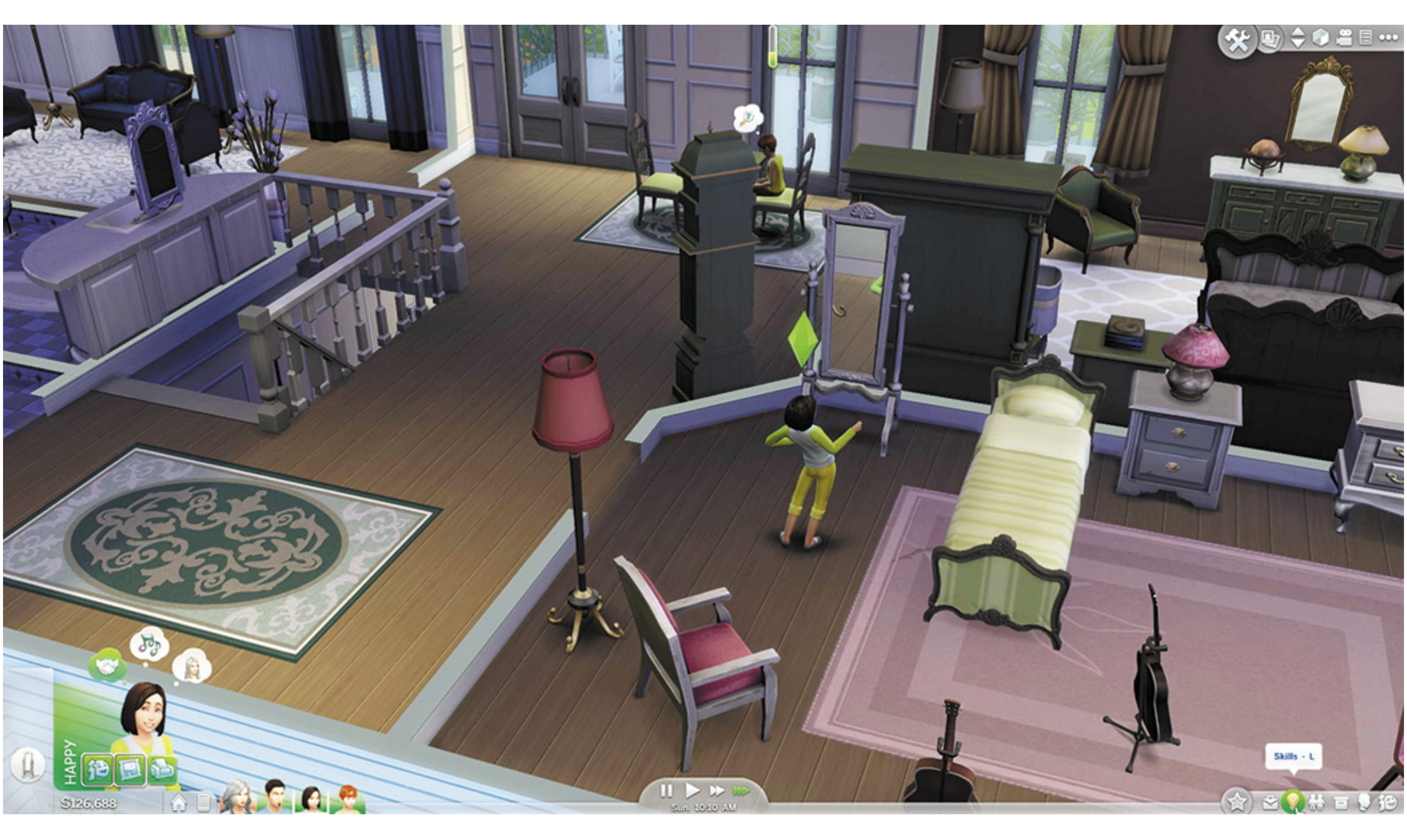
Level	Unlocks
1	Play on the Monkey Bars and Practice Typing at a Computer.
2	Your Motor skill is improving nicely.
3	Ask for Typing Tips from other Sims.
4	Play Keyboard Commander on a Computer.
5	Hangout on the Monkey Bars.
6	Sometimes get a High Score Moodlet from Play Keybaord Commander on a Computer.
7	Get better Moodlets from the Monkey Bars.
8	Your Motor skill is improving nicely.
9	Sometimes get more Motor skill from the Monkey Bars and Playing Games on a Motion Gaming Rig or Computer.
10	Playing on the Monkey Bars will sometimes give a powerful Moodlet.

Social

Social is a skill that can be developed by itself or while doing other activities. Talking to other Sims—or even stuffed animals—can develop this skill, as can practicing in front of a mirror. The Social skill relates to the Charisma skill for older Sims.



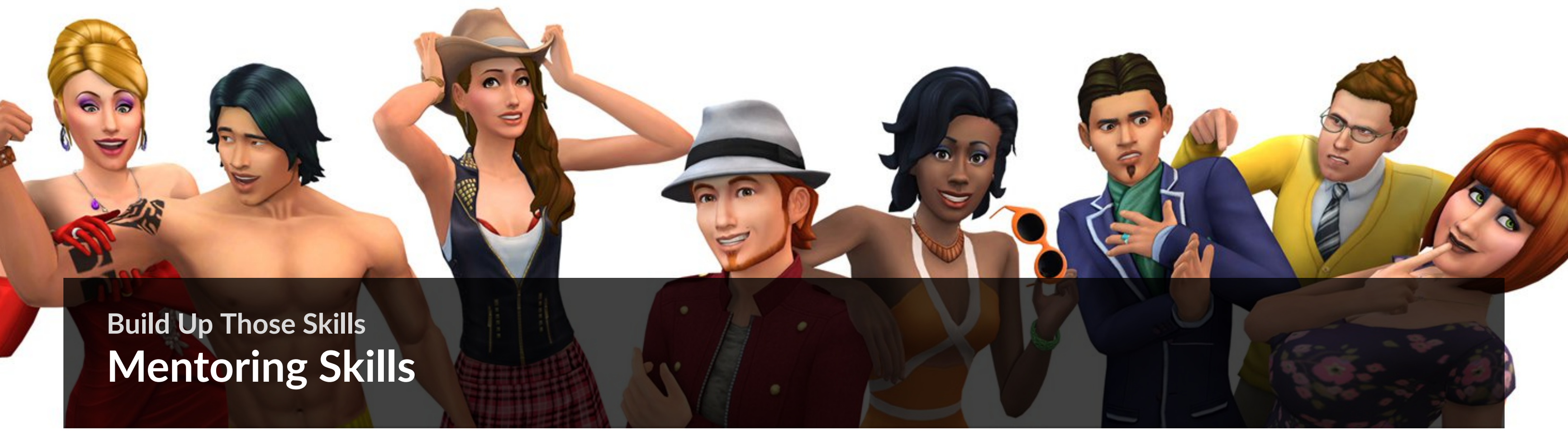
Talk to the big teddy bear and learn some Social skills.



Just like adults, children can use the mirror to work on skills.

Social Skill Unlocks

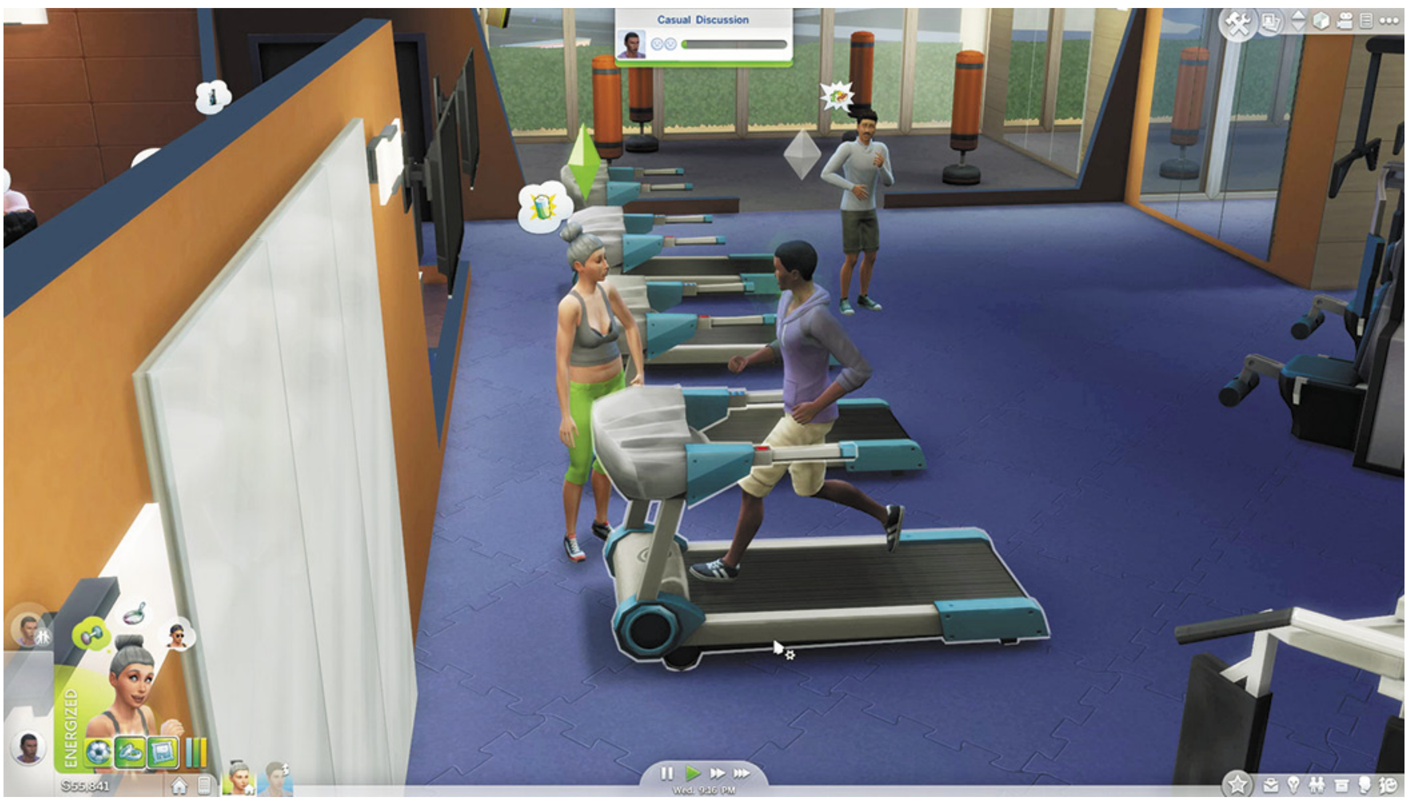
Level	Unlocks
1	Use Press to Talk on Talking Toys.
2	Watch Sim.tv on a Computer.
3	Your creative faculties are progressing nicely.
4	Sometimes get better Moodlets from Watch Sim.tv on a Computer.
5	Get better Moodlets from Play with Teddy Bear.
6	Research Idioms at a Computer and Talk with Giant Stuffed Animal will reduce sadness.
7	Talk About School with other Sims.
8	Your social smarts are getting better every day.
9	Talk with a Giant Stuffed Animal now also reduces Embarrassment, Stress, and Uncomfortableness.
10	Mock other Sims' moods and gain skill in Mischief and Charisma.



Build Up Those Skills

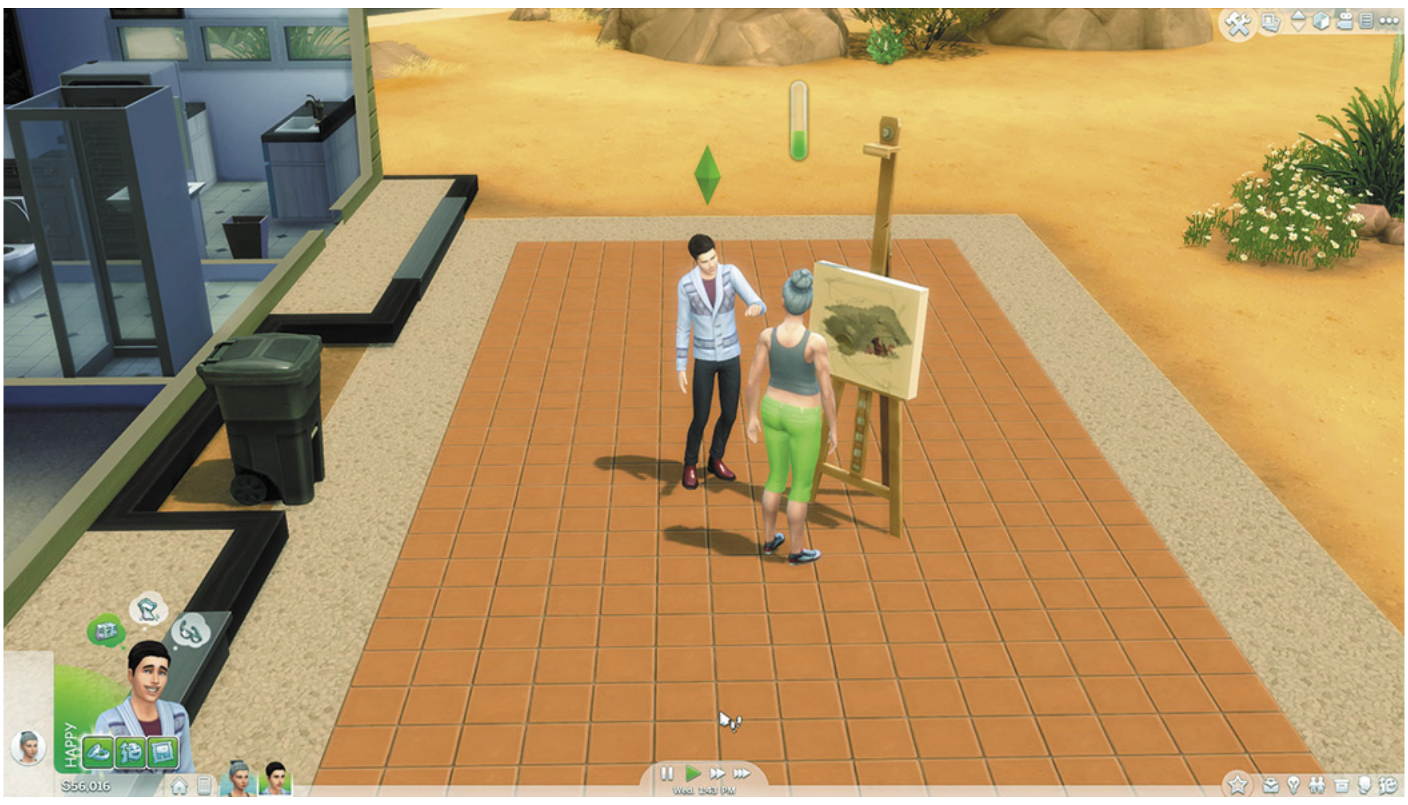
Mentoring Skills

Mentoring is a new interaction in *The Sims 4*. When a Sim maxes out a skill at level 10, they can then mentor other Sims in that skill. When a Sim is being mentored, they develop that skill quicker than without the help of a mentor. Mentoring also helps improve friendly relationships between Sims.



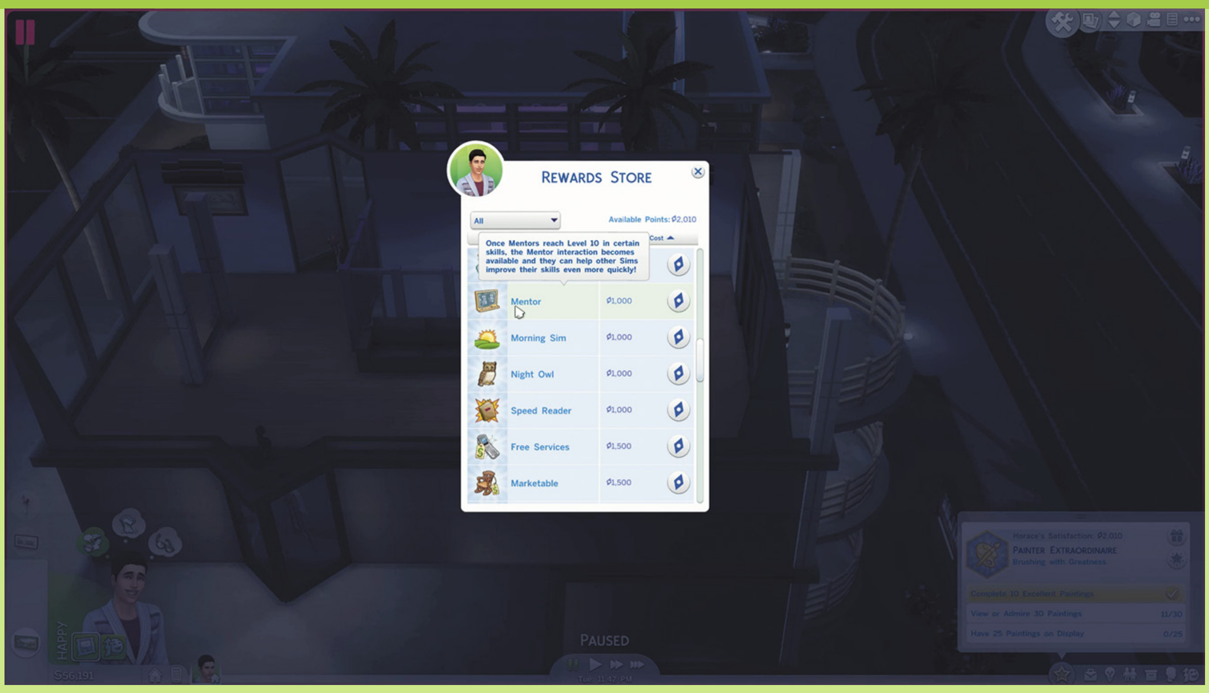
Mentoring is a way of sharing expertise to help other Sims develop skills.

In order to mentor a Sim, that Sim must be working on the skill at that time. For example, a Sim who is at level 10 in Fitness goes into a gym. She sees other Sims working out—thus they are working on the Fitness skill. She can walk over to the Sims, and after introducing herself to them if she does not already know them, offer to mentor them. The mentor social becomes available if the above conditions are right. If the Sim is just standing in the gym talking to other Sims, the mentor social will not be available. So while the mentor is helping the learner, the learner is gaining the Fitness skill at a faster pace than normal.



Mentoring is very effective when using it with Sims in the same household. You can get one Sim started on a skill, then take control of the expert Sim and begin mentoring.

Tip



Once Mentors reach Level 10 in certain skills, the Mentor interaction becomes available and they can help other Sims improve their skills even more quickly!

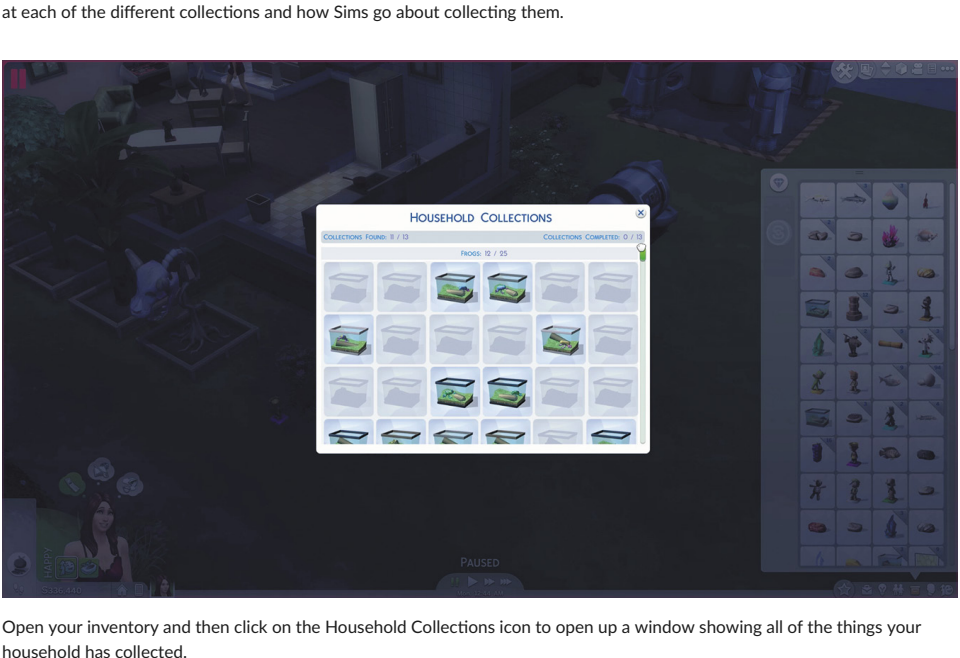
	Cost
Mentor	₯1,000
Morning Sim	₯1,000
Night Owl	₯1,000
Speed Reader	₯1,000
Free Services	₯1,500
Marketable	₯1,500

There is a way to mentor another Sim without actually being at level 10 in a skill. Go to the Rewards Store and spend 1,000 Satisfaction Points on the Mentor trait. Then that Sim can mentor other Sims in any skill the mentoring Sim has already started to develop.

Build Up Those Skills

Collecting

One of the fun activities or hobbies Sims can have is collecting things. *The Sims 4* has 13 different collections. They range from frogs to plants and even to aliens. Some things to collect are found by scouring the neighborhoods while others require using objects or even exploring outer space. Once you find a collectible, it is checked off for that collection. You do not need to hold on to the items forever to complete a collection. In fact, many items can be sold or put on display in your home. Some even have emotional auras that you can enable or disable as you wish to provide a moodlet for all Sims in that room. Let's take a look at each of the different collections and how Sims go about collecting them.



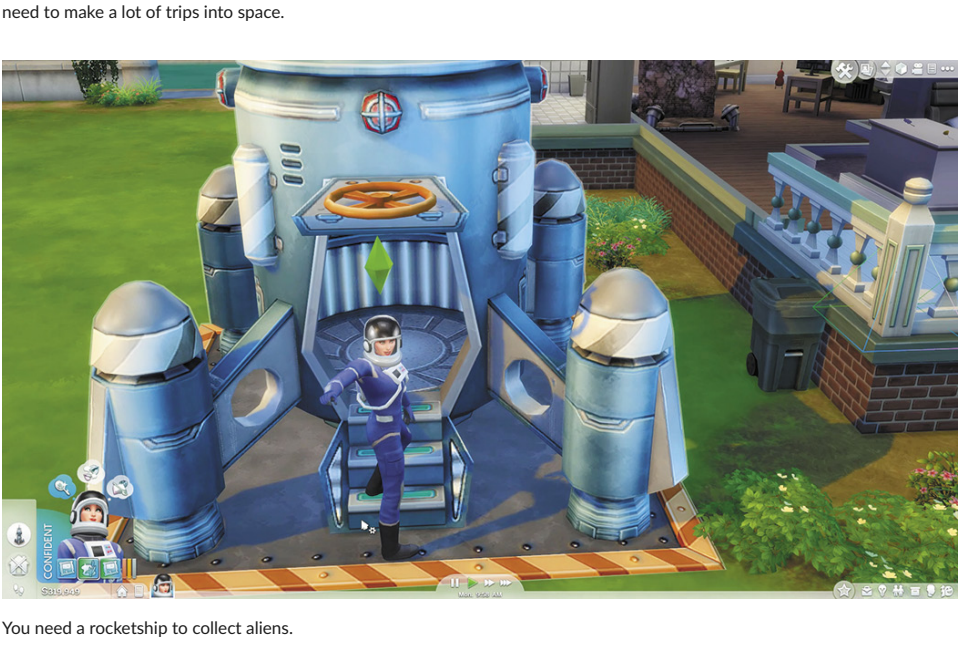
Open your inventory and then click on the Household Collections icon to open up a window showing all of the things your household has collected.

Tip

Collections are for the entire household. Therefore, put all of the Sims in your household to work to find all the collectibles you can. When your household goes to a park, put some Sims to work fishing while others dig up rocks or look for frogs. The key to is keep the same Sims doing specific tasks—especially those that require skills such as Fishing. Then as they develop the skill further, they can catch more uncommon and rare fish or items for your household collections.

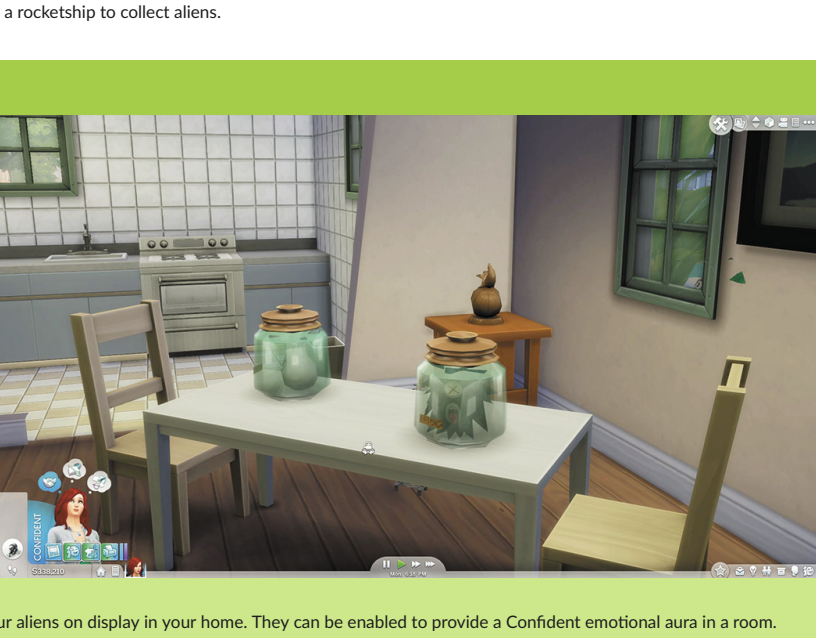
Aliens

Ten different aliens can be collected. The only way to get them is to build a rocketship and explore outer space. As your Sims have adventures in space, they collect rewards and items. Sometimes they get an alien. To get all of the aliens, your Sims will need to make a lot of trips into space.



You need a rocketship to collect aliens.

Tip



Put your aliens on display in your home. They can be enabled to provide a Confident emotional aura in a room.

Aliens

Name	Price	Rarity
Dead Pink Whale	§150	Common
Dead Blue Slug	§150	Common
Dead Red Coral	§150	Common
Dead Space Squid	§150	Uncommon
Dead Space Porcupine	§150	Common
Live Pink Whale	§165	Uncommon
Live Blue Slug	§165	Rare
Live Red Coral	§165	Uncommon
Live Space Squid	§165	Rare
Live Space Porcupine	§165	Common

Crystals

Sims can find crystals by digging up rocks. Rocks are scattered all around each neighborhood—usually along the perimeters. If you want to find crystals, then explore and dig up those rocks. Rocks can also contain metals or other objects, so you never know what you will find. When you find a crystal, it appears in your inventory. You can collect 20 different crystals.

Crystals are composed of elements, another item you can collect. You can call the Geo Council to find out what types of elements the crystal is composed of. Then send it to the Geo Council and for §20 they will separate the crystal into its elemental components. Now instead of a crystal, you have a new element for your collection.

Dig up rocks to find crystals.

Tip

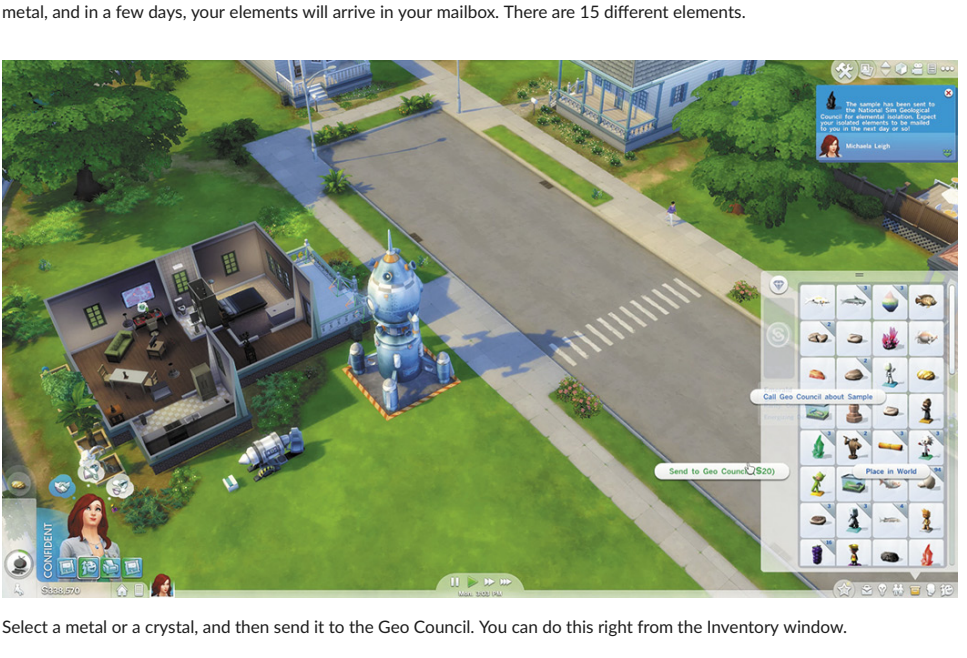
Crystals can provide an Energizing emotional aura in a room. So don't leave them in your inventory. Put them on display in your home and use them when you want your Sims to be Energized. Remember that if you send a crystal off to be separated into elements, it's gone and you can't then display it.

Crystals

Name	Price	Rarity
Amethyst	§25	Uncommon
Diamond	§25	Uncommon
Emerald	§25	Common
Hematite	§25	Uncommon
Jonquilyst	§25	Rare
Orange Topaz	§25	Common
Peach	§25	Common
Rainborz	§25	Rare
Sapphire	§25	Common
Simanite	§25	Uncommon
Alabaster	§50	Common
Citrine	§50	Common
Fire Opal	§50	Uncommon
Jet	§50	Rare
Plumbite	§50	Rare
Quartz	§50	Common
Rose	§50	Common
Ruby	§50	Common
Shinolite	§50	Uncommon
Turqoise	§50	Common

Elements

Elements are a bit different. You can't dig them up out of the ground. Well, actually you do. However, they are found in the form of crystals and metals. Once you find either of these objects, you can call the Geo Council (one of the interactions when you click on a crystal or metal) and find out what elements make up that object. Then for §20 you can send in the crystal or metal, and in a few days, your elements will arrive in your mailbox. There are 15 different elements.



Select a metal or a crystal, and then send it to the Geo Council. You can do this right from the Inventory window.

Tip

When you send in a metal or crystal to the Geo Council, you do not get it back. Therefore, there is no need to send in each and every one you collect. Instead find out which elements make up those items, then only send in those that contain elements that you need for your collection.

Elements

Name	Price	Rarity
Sydrolin	§45	Common
Selium	§80	Common
Plathium	§80	Uncommon
Plumbobus	§80	Rare
Phozone	§80	Common
Peryllium	§45	Uncommon
Melacoo	§80	Common
Ozinate	§45	Common
Volenton	§80	Common
Oxypin	§80	Common
Firaxium	§80	Rare
Alcineat	§45	Common
Crytacoo	§80	Rare
Wolfium	§45	Uncommon
Goobleck	§45	Common

Fish

Not all fishing spots are the same. Fish the common spots first until you develop the Fishing skill more.

You can catch 22 different fish. This collection is directly related to the Fishing skill, discussed in greater detail earlier in this chapter. To catch all of the 22 fish for the collection, your Sims will need to develop their Fishing skill. In addition, some fish can only be caught with bait. While there are lots of fishing spots—almost every neighborhood as more than one—not all spots are equal. Some contain only Common fish. Others have both Uncommon and Common, and finally there are those special spots that contain Rare fish—along with the others as well. The neighborhood maps in the Tour of the Worlds show which spots are the best for catching each type of fish. However, Sims must have enough skill to fish at those special spots or they won't have any success at all.

Fish

Name	Price*	Rarity
Rainbowfish	§16	Rare
Pirahna	§9	Rare
Catfish	§22	Uncommon
Goldfish	§5	Common
Tilapia	§20	Uncommon
Minnow	§5	Common
Anglerfish	§35	Rare
Bass	§16	Common
Trout	§18	Common
Angelfish	§7	Uncommon
Koi	§11	Common
Red-Tailed Black Shark	§8	Rare
Salmon	§77	Common
Wolf Eel	§83	Uncommon
Betta	§6	Uncommon
Kissing Gourami	§8	Uncommon
Sturgeon	§114	Rare
Perch	§7	Common
Guppy	§5	Common
Tetra	§5	Common
Batfish	§20	Rare
Treefish	§25	Rare

*Price varies depending on the weight of the fish you catch!

Fossils

Fossils are another interesting type of collectible. You do not find fossils by themselves. Instead, when Sims dig up rocks, they sometimes find limestone. Then Sims can extract the fossil from the limestone. Sometimes you only get a broken fossil. However, there are 15 different fossils to find. You can take a sample of the fossil and put it on a microscope slide to analyze it on the microscope. You may get a microscope print by doing this.

Fossils make great decor in a home. Sims can also study them and get a Focused moodlet as a result.

Tip

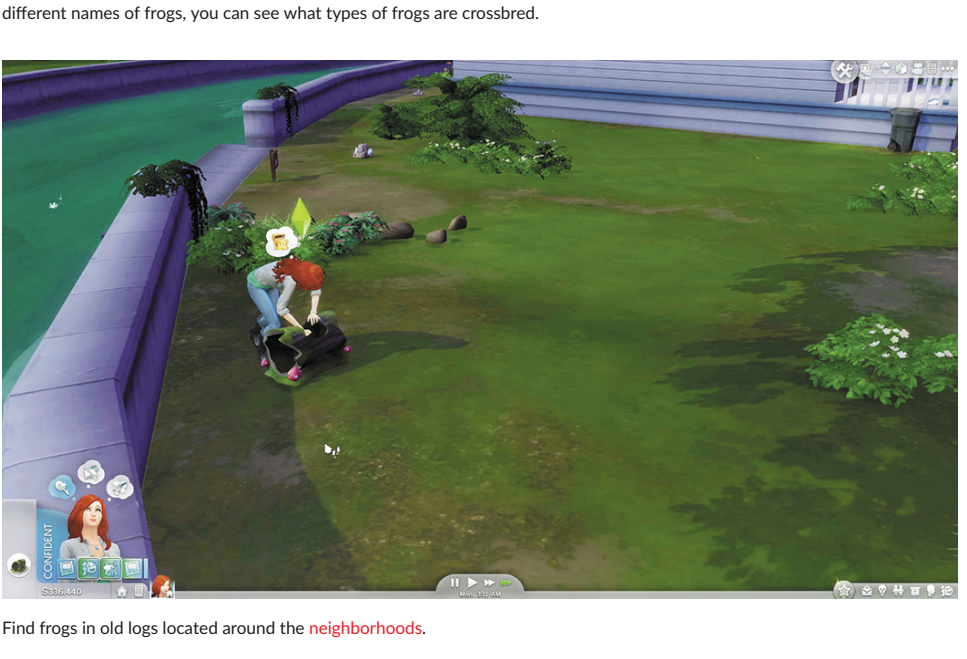
Fossils have a Confident emotional aura. Enable it to help make nearby Sims Confident.

Fossils

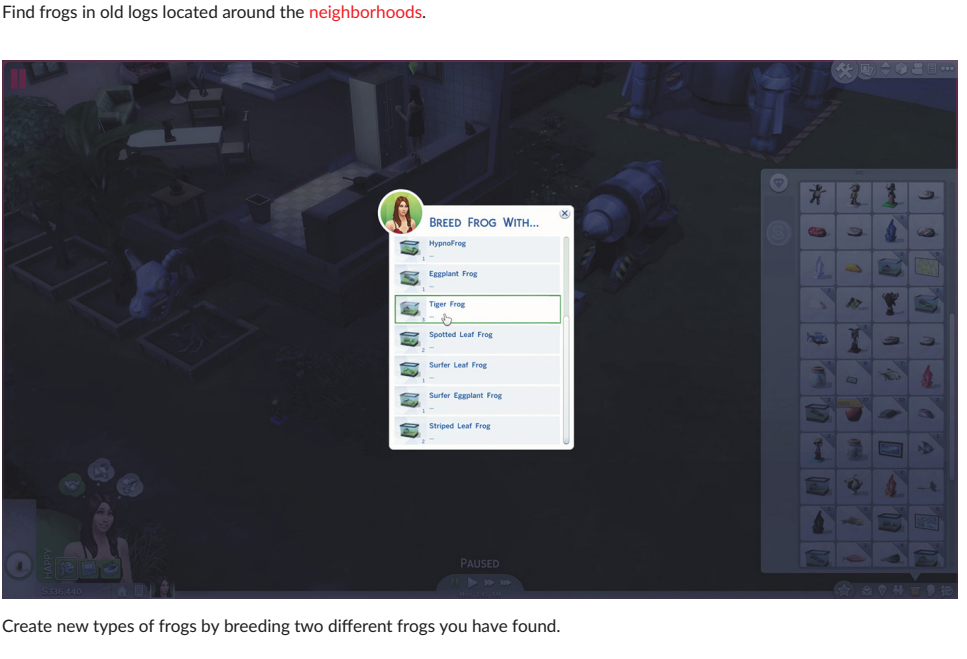
Name	Price	Price
Fossilized Egg	§70	Common
Fossilized Sea Monster	§50	Common
Raptor Claw	§70	Common
Fossilized Plant Imprint	§70	Common
Pre-Historic Hoofprint	§40	Common
Hilariously Tiny T-Rex Arms	§45	Common
Enormous Trilobite	§40	Common
Fossilized Sim Hand	§45	Common
Prehistoric Rock	§15	Common
Prehistoric Bird	§75	Uncommon
Perfectly Preserved Mustache	§100	Uncommon
Pre-Pre-Pre Human Head	§225	Rare
Fossilized Udder	§85	Uncommon
Fossilized Whatzit	§175	Rare
Fossilized Alien Skull	§250	Rare

Frogs

Find frogs by searching dead logs and some small ponds. With 25 different frogs, this is one of the largest collections. You can also breed frogs—as long as you have at least two. Pick one frog from the inventory and select to breed it. Then a window opens up where you can pick a different type of frog. This breeding process creates a new type of frog. By looking at the different names of frogs, you can see what types of frogs are crossbred.



Find frogs in old logs located around the neighborhoods.



Create new types of frogs by breeding two different frogs you have found.

Tip

Frogs can be put on display in your home. They automatically come in a terrarium so you don't have to have a container for them as you do when putting a fish in a bowl. While they don't add an emotional aura to the room, frogs do have a positive effect on the environment, which helps bolster positive emotions.

Frogs

Name	Price	Rarity
Leaf Frog	§35	Common
Eggplant Frog	§35	Common
Sunflower Frog	§35	Uncommon
Heart Frog	§35	Common
Dirt Frog	§35	Common
Spotted Leaf Frog	§35	Common
Spotted Dirt Frot	§35	Common
Spotted Heart Frog	§35	Uncommon
Leopard Frog	§35	Uncommon
Spotted Eggplant Frog	§35	Uncommon
Surfer Leaf Frog	§35	Uncommon
Sunsurfer Frog	§35	Rare
Dirtsurfer Frog	§35	Uncommon
Surfer Eggplant Frog	§35	Rare
Heartsurfer Frog	§35	Rare
Striped Leaf Frog	§35	Common
Striped Dirt Frog	§35	Common
Tiger Frog	§35	Uncommon
Striped Heart Frog	§35	Uncommon
Striped Eggplant Frog	§35	Uncommon
Hypno Frog	§35	Uncommon
Bullseye Frog	§35	Rare
Eggplant Whirl Frog	§35	Rare
Dirtwhirl Frog	§35	Uncommon
Whirlyflower Frog	§35	Rare

Gardening

Like fishing, the gardening collection is directly related to a skill—in this case Gardening skill. With 31 plants to collect, this is the largest collection of all. To collect the gardening specimens for your collection, you do not have to grow all of the plants yourself. Instead, you just need to find or harvest the plants to add them to the collection. Sims can get some plants just by exploring their neighborhoods and communities. However, others are more difficult to find. Some only come from other planets, so you will need a rocketship to explore space to find them. You can create others by splicing and grafting parts of different plants together to create new plants. Doing this requires a high level of Gardening skill.

Collect gardening collectibles by harvesting them from plants. Sometimes you can even find them while fishing or doing other activities—such as exploring space.

Tip

Some of these plants can be grown from seeds that you can order and have delivered in the mail. However, the seeds are only for common plants. The rest you will have to create yourself or find off planet.

Gardening

Name	Price	Rarity
Snapdragon	§4	Common
Apple	§3	Common
Lemon	§3	Common
Cherry	§3	Uncommon
Strawberry	§2	Uncommon
Blackberry	§11	Rare
Pomegranate	§4	Rare
Dragonfruit	§16	Rare
Grapes	§7	Grapes
Pear	§3	Uncommon
Rose	§4	Uncommon
Tulip	§4	Uncommon
Daisy	§1	Common
Lily	§4	Uncommon
Chrysanthemum	§4	Common
Orchid	§5	Rare
Blue Bells	§4	Common
Bird of Paradise	§4	Rare
Trash Fruit	§1	Rare
UFO (Unidentified Fruit Object)	§24	Rare
Cowplant Berry	§20	Rare
Potato	§2	Uncommon
Carrot	§2	Common
Mushroom	§1	Common
Basil	§1	Common
Parsley	§2	Common
Sage	§2	Common
Bonsai	§4	Rare
Tomato	§3	Uncommon
Onion	§3	Uncommon
Spinach	§1	Common

Metals

Metals, like crystals, are found directly in the ground by digging up rocks. They can be displayed around the home and add to the environment. Because they contain elements, you can call the Geo Council to find out which elements make up each metal, then pay §20 and send them to the Geo Council to have those elements extracted for you. There are 20 different metals.

Call the Geo Council to get the composition information on the metals you find.

Tip

Metals can give off a Confident emotional aura when enabled. You can also disable this aura if you want your Sims to be in a different emotion.

Metals

Name	Price	Rarity
Crytunium	§65	Uncommon
Furium	§65	Rare
Heavy Metal	§65	Common
Ironyum	§65	Uncommon
Ozinold	§65	Common
Plathinum	§65	Common
Romantium	§65	Rare
Sadnum	§65	Rare
Simtanium	§65	Uncommon
Ultranium	§65	Common
Alcron	§30	Common
Baconite	§30	Common
Death Metal	§30	Uncommon
Flamingonium	§30	Uncommon
Literalite	§30	Rare
Obtanium	§30	Common
Phozonite	§30	Phozonite
Punium	§30	Common
Pyrite	§30	Common
Socialite	§30	Uncommon

Microscope Prints

Getting microscope prints is a multiple-step process. First you need to collect a microscope sample onto a slide. You can take samples from any plant or fossil. Once you have the sample, go to a microscope and analyze the sample. As you do this, you have a chance of getting a microscope print. To get all 12 prints, you will need to take samples of lots of different types of plants and fossils.

Note

Your Sims need to get their Logic skill to level 2 to take sample slides for the microscope.

Sims need to have developed their Gardening skill in order to take microscope samples from plants.

Analyze the sample in the microscope for a chance to get a print.

Tip

Once you have these prints, you can hang them on the walls of your home. They come already framed.

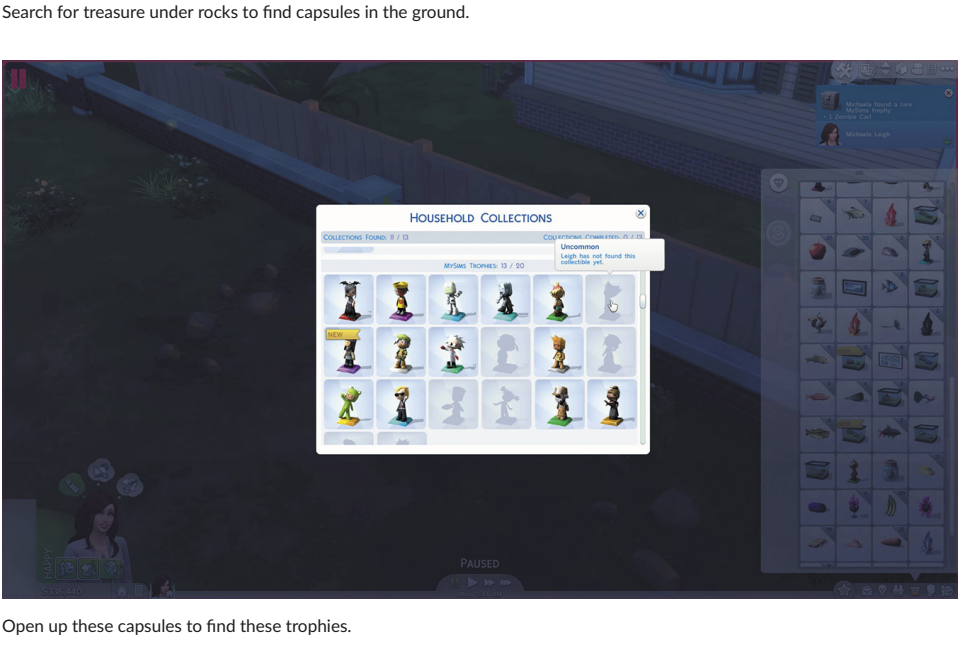
Microscope Prints

Name	Price	Rarity
Trace Remains	§255	Uncommon
The Drifter	§105	Common
Crystal Palace	§485	Rare
Blemish Blossum	§220	Uncommon
Falling	§215	Uncommon
Cell Block	§220	Uncommon
Snow Fight	§110	Common
Leaf Meat	§445	Rare
Psychedelic Rock	§110	Common
Party in Pink	§115	Common
Hooplankton	§100	Common
Rhapsody in Blue	§95	Common

MySims Trophies

All 20 of these little statue-like trophies are buried underground. To find them, start digging up rocks. As you do this, you can find treasure maps. Once you have a treasure map, you can choose to search for treasure when you interact with a rock. The map is used up and your Sim will find a capsule in the ground. In the inventory, you can choose to open the capsule. Inside, you will find one of these trophies.

Search for treasure under rocks to find capsules in the ground.



Open up these capsules to find these trophies.

Tip

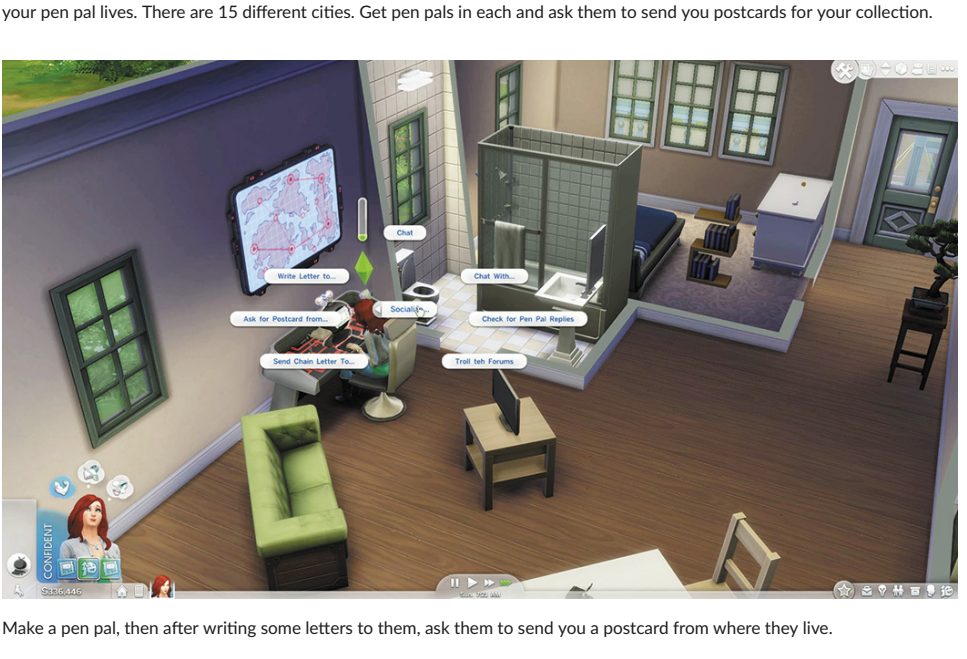
Put MySims trophies around your house. If you activate the emotional aura for them, you can help create a Playful environment. These are great for kid's rooms or for when you need to get Sims at a social event all in a Playful mood.

MySims Trophies

Name	Price	Rarity
Buddy	§35	Common
DJ Candy	§35	Common
Leaf	§35	Uncommon
Lyndsay	§35	Uncommon
Morcubus	§35	Uncommon
Poppy	§35	Common
TOBOR	§75	Rare
Trevor Verily	§35	Uncommon
Violet	§75	Rare
Yuki	§35	Common
Zombie Carl	§75	Rare
Chaz McFreely	§35	Common
Dr. F	§35	Uncommon
Elmira Clamp	§35	Common
Ol' Gabby	§35	Common
Chef Gino	§35	Common
Gonk	§35	Common
Goth Boy	§75	Rare
Hopper	§35	Common
Jenny	§35	Uncommon

Postcards

Postcards are a cool collectible, but many players have trouble finding them for their collection. The process is not immediately obvious, but easy once you know how. First off, you need to have a computer. While using the computer, from the socialize category, choose Find a Pen Pal. Wait a few hours and then come back to check for pen pal replies. You will then find out where your pen pal lives. Now you have the option under the socialize category to write a letter. You can select the town of the pen pal and send them a letter. After sending a pen pal a couple letters, you can then ask for a postcard from the city where your pen pal lives. There are 15 different cities. Get pen pals in each and ask them to send you postcards for your collection.



Make a pen pal, then after writing some letters to them, ask them to send you a postcard from where they live.

Postcards

Place	Price	Rarity
Riverview: Postcard	§10	Common
Littlehaven: Postcard	§10	Common
Lucky Palms: Postcard	§10	Common
Moonlight Falls: Postcard	§25	Common
Barnacle Bay: Postcard	§25	Uncommon
Champs Les Sims: Postcard	§25	Uncommon
Dragon Valley: Postcard	§25	Rare
Sunset Valley: Postcard	§40	Common
Twinbrook: Postcard	§40	Common
Bridgeport: Postcard	§40	Common
Appaloosa Plains: Postcard	§40	Common
Lunar Lakes: Postcard	§40	Uncommon
Midnight Hollow: Postcard	§40	Uncommon
Isla Paradiso: Postcard	§40	Rare

Space Prints

Unlike microscope prints, space prints are easy to collect. First off, you need a backyard observatory. These cost §1,500 and require a large corner of your lot. But once you have one, you are ready to go. Just select Observe the Night Sky from the observatory menu and then just sit back and wait. Not only do you develop the Logic skill, after a while of looking as the cosmos, you may end up with a space print—already framed and suitable for display in your home. There are 15 different prints you can collect, so just spend a lot of time looking at the sky to get them all.

Go out into the backyard observatory and make some prints of what you see of space.

Tip

While the interaction says to observe the night sky, you can actually do it at any time of day—not just the night.

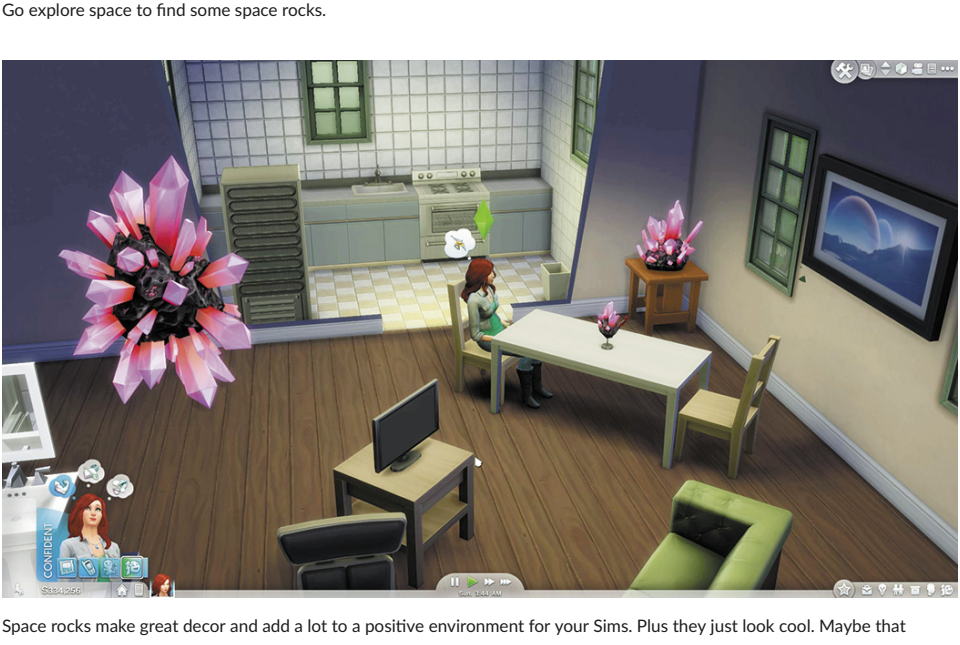
Space Prints

Name	Price	Rarity
Rosie the Riveting	§125	Common
Twinkle	§285	Uncommon
Saturn Return	§290	Uncommon
Standard Space	§130	Common
End of Time	§135	Common
T-Rex Nebula	§465	Rare
Big Star	§140	Common
I Dream of Plesiosaur	§215	Uncommon
Out of This World Style	§105	Common
Seeing Red	§110	Common
Star Crossed Lovers	§210	Uncommon
Animal's Planet	§115	Common
Cloudy Vision	§265	Uncommon
Surfacing	§475	Rare
Battle Stars	§495	Rare

Space Rocks

Space rocks are found only in outer space. So to collect them, you need a rocketship. As you are exploring space and going on adventures, you will occasionally find a space rock and bring it back home. You can put them on display or keep them in your inventory. You can also sell them, but they you don't get a lot for them compared to the effort to get them. There are only four different space rocks to collect.

Go explore space to find some space rocks.



Space rocks make great decor and add a lot to a positive environment for your Sims. Plus they just look cool. Maybe that unnaturally large space rock should go out into the yard. Someone could poke an eye out.

Space Rocks

Name	Price	Rarity
Unnaturally Large Space Rock	§275	Rare
Common Space Rock	§95	Common
Uncommon Space Rock	§145	Uncommon
Large Space Rock	§200	Uncommon

Tour of the Worlds

Introduction

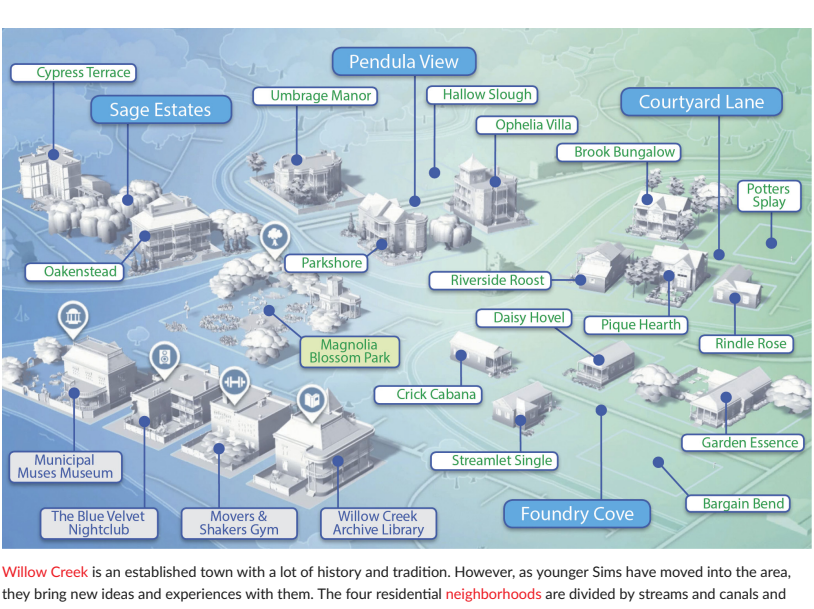
The Sims 4 comes with two different worlds in which your Sims can reside, socialize, and explore. While each is similar in function, the two worlds have different themes. Willow Creek is designed with a New Orleans flavor and antebellum style architecture—especially in the venues and large, more expensive homes. Oasis Springs, on the other hand, is set out in a desert environment with a combination of southwestern and modern architecture. No matter where your Sims choose to live, they can easily travel between the two worlds.

Note

Each world is divided into neighborhoods or areas. This helps foster a sense of interacting with your neighbors and more intimate social relations with the Sims in your neighborhood. Each world has four residential neighborhoods as well as a park and four venues that make up a commercial district. When travelling around, you send your Sim to a home or venue. However, the focus in The Sims 4 is not so much going anywhere in the world, but taking time to explore each neighborhood and getting to know the Sims who live in those areas. The focus is a bit more on the intimate and detail.

Tour of the Worlds

Willow Creek


Cypress Terrace
Sage Estates
Umbrage Manor
Pendula View
Hallow Slough
Ophelia Villa
Courtyard Lane
Brook Bungalow
Potters Splay
Oakenstead
Parkshore
Riverside Roost
Magnolia Blossom Park
Daisy Hovel
Pique Hearth
Rindle Rose
Crick Cabana
Garden Essence
Streamlet Single
Bargain Bend
Foundry Cove
Municipal Muses Museum
The Blue Velvet Nightclub
Movers & Shakers Gym
Willow Creek Archive Library

Willow Creek is an established town with a lot of history and tradition. However, as younger Sims have moved into the area, they bring new ideas and experiences with them. The four residential neighborhoods are divided by streams and canals and situated around a central park. The commercial district is located on the shoreline and offers some exciting places for Sims to visit.

Foundry Cove

Foundry Cove is a simple neighborhood with five small lots. New households to Willow Creek usually settle here first because the homes are less expensive here than in the other neighborhoods.

Bargain Bend

- Lot Size: 30x20
- Empty lot

Bargain Bend is the only empty lot in this neighborhood. However, it is of good size and allows you to build and landscape your home however you would like. It's on the corner of the court and backs up to a canal with a fishing spot nearby. If you want to build your own home in Willow Creek at the start of a game, this is a good spot because it is already cleared and ready for construction.

Streamlet Single

- Lot Size: 20x15
- 1 bedroom, 1 bathroom

Though this house only has one bedroom, it does have a decent size living room and an entrance hallway. This home backs up to a canal with a fishing spot nearby. For a small lot, it offers a larger square of yard in the front corner—big enough to construct a rocketship or a telescope.

Crick Cabana

- Lot Size: 20x15
- 2 bedrooms, 1 bathroom

This small lot is at the end of the court and backs up to a canal. Though the home is small, it has two bedrooms, making it perfect for a couple roommates or a small family just getting started. The lot doesn't have much room for gardening or other outdoor activities. However, this neighborhood provides some areas to explore.

Daisy Hovel

- Lot Size: 30x20
- 1 bedroom, 1 bathroom

While the house is small, the size of the lot allows for Sims to add on rooms and make the home larger. It also provides a lot of space for gardening and outdoor objects.

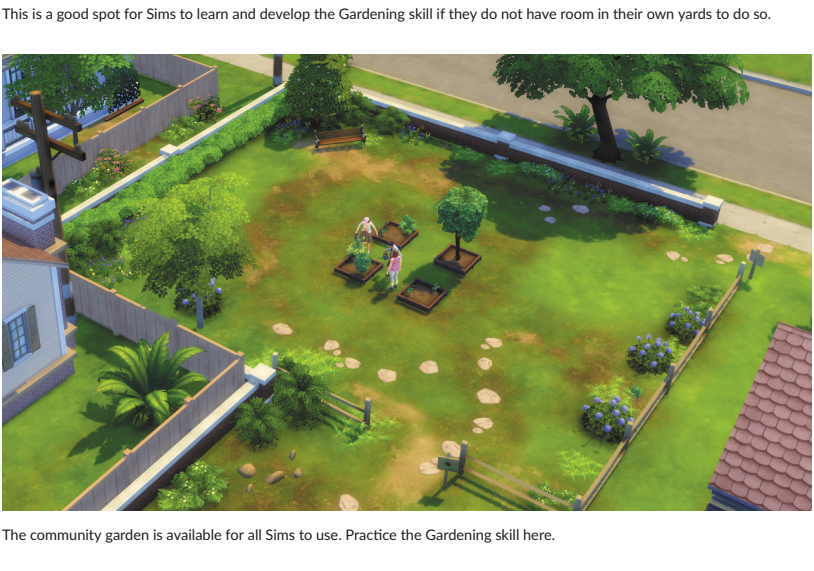
Garden Essence

- Lot Size: 40x30
- 3 bedrooms, 1 bathroom

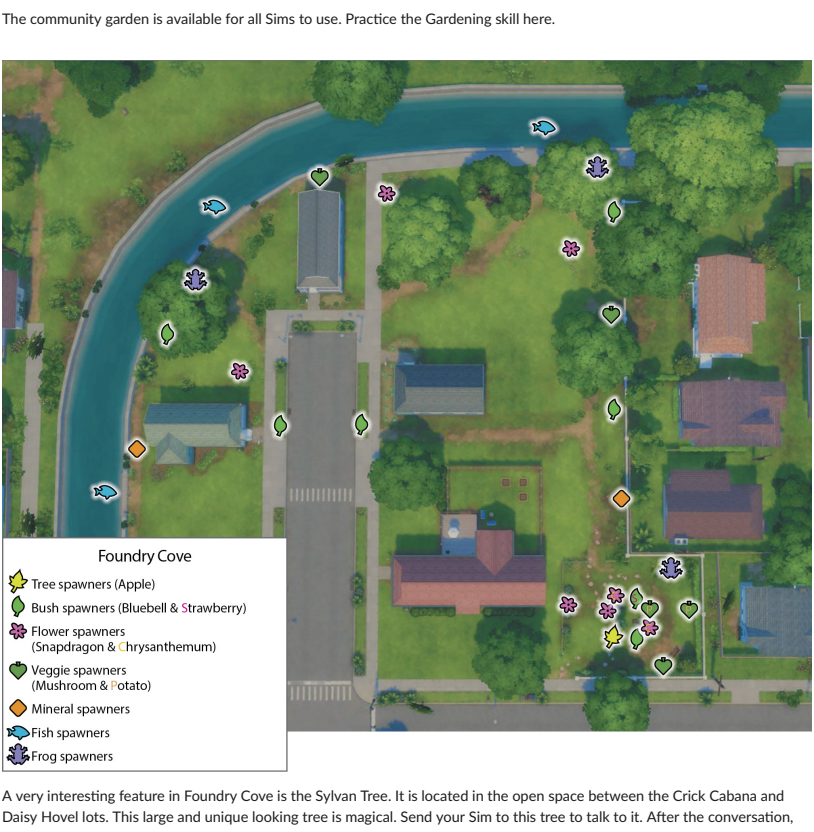
This is the largest house in the neighborhood and comes with a fenced-in back yard complete with a deck and a garden. With three bedrooms, this is great for medium sized households, though with only one bathroom, the Sims need to learn to share. This lot has plenty of space for adding on to the house if you want to.

Neighborhood Amenities

Foundry Cove is bordered on two sides by a canal with three fishing spots. In addition, there are several places where Sims can go to look for frogs or dig up rocks. A community garden behind the Garden Essence lot already has plants and trees growing. This is a good spot for Sims to learn and develop the Gardening skill if they do not have room in their own yards to do so.



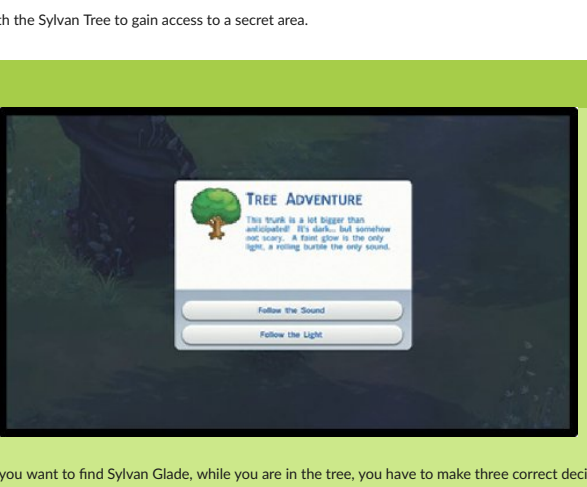
The community garden is available for all Sims to use. Practice the Gardening skill here.


Foundry Cove
Tree spawners (Apple)
Bush spawners (Bluebell & Strawberry)
Flower spawners (Snapdragon & Chrysanthemum)
Veggie spawners (Mushroom & Potato)
Mineral spawners
Fish spawners
Frog spawners

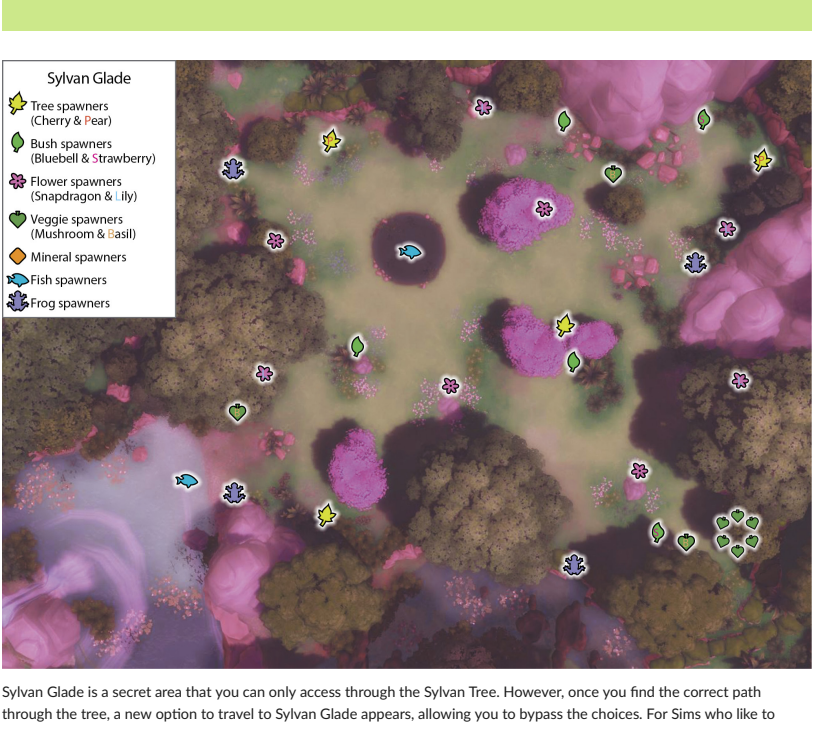
A very interesting feature in Foundry Cove is the Sylvan Tree. It is located in the open space between the Crick Cabana and Daisy Hovel lots. This large and unique looking tree is magical. Send your Sim to this tree to talk to it. After the conversation, an opening will appear in the side of the tree and you can now explore the tree as an action. As you enter the tree, you have to make several choices. Depending on your choices, you will either come out of the tree where you entered or find yourself in Sylvan Glade.

Be sure to visit with the Sylvan Tree to gain access to a secret area.

Tip


Tree Adventure
Follow the Sound
Follow the Light

Spoiler Alert! If you want to find Sylvan Glade, while you are in the tree, you have to make three correct decisions or you will end up back in Foundry Cove. Be sure to follow the sound, follow downstream, and then enter the mist. Those choices will get you to Sylvan Glade.


Sylvan Glade
Tree spawners (Cherry & Pear)
Bush spawners (Bluebell & Strawberry)
Flower spawners (Snapdragon & Lily)
Veggie spawners (Mushroom & Basil)
Mineral spawners
Fish spawners
Frog spawners

Sylvan Glade is a secret area that you can only access through the Sylvan Tree. However, once you find the correct path through the tree, a new option to travel to Sylvan Glade appears, allowing you to bypass the choices. For Sims who like to collect, Sylvan Glade offers some great opportunities. You can catch some rare frogs and fish in this area to add to your collections. For example, this is the only place in the world where you can catch the Treefish! Find lots of different plants and trees here as well.

Courtyard Lane

This middle class neighborhood is surrounded by water on three sides and a small park on the fourth side. There are four homes and an empty lot. The prices are higher here in this middle-class neighborhood than in Foundry Cove, but you get some nicer lots and better amenities. Plus the homes are fairly close together so you can get to know your neighbors easily.

Potters Splay

- Lot Size: 30x20
- Empty lot

When you are just starting out on a new game, and don't want to live in Foundry Cove, this empty lot is your only other choice in Willow Creek. It is a medium-size lot and it costs just as much to construct your own house here as anywhere else. When living here, you have a fishing spot off to one side and a neighborhood park behind your lot.

Brook Bungalow

- Lot Size: 40x30
- 3 bedrooms, 2 bathrooms

This nice two-story home backs up to the park and has a fenced-in back yard complete with garden and even a monkey bars for kids. There is room to expand your house, through you may have to move your back yard a bit to do this. This is a great place for a family with young children.

Riverside Roost

- Lot Size: 30x20
- 2 bedrooms, 2 bathrooms

This smaller two-story home is great for Sims who like to explore the outdoors without getting too far away from home. There are rocks in the backyard as well as a log where frogs can be found. Plus there is a fishing spot just behind the lot. The lot has plenty of room for expanding your house, so you can easily add some more bedrooms, bathrooms, or even a study.

Pique Hearth

- Lot Size: 30x20
- 2 bedrooms, 2 bathrooms

This home is situated right between two other houses with not a lot of space to the sides. However, it has a nice porch and three balconies on the second floor—great places for working on hobbies or skills while getting some fresh air. The backyard comes complete with a barbecue grill and outdoor furniture great for a family dinner or for entertaining guests.

Rindle Rose

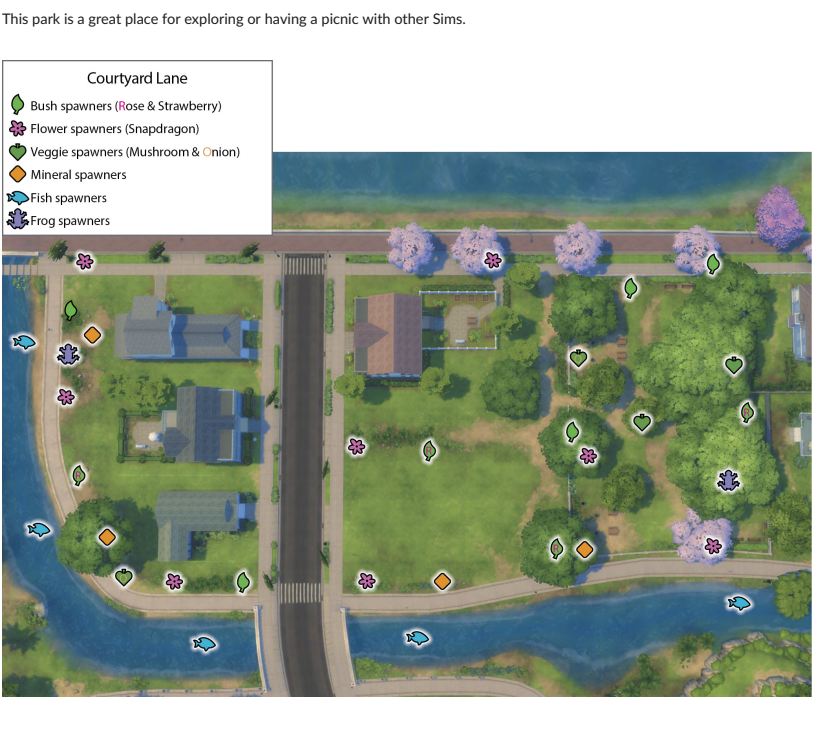
- Lot Size: 20x15
- 2 bedrooms, 1 bathroom

This is the small house in this neighborhood. Because the lot is small, there is not a lot of room for additions to the house. However, it is a great spot for a couple of Sims or a small family.

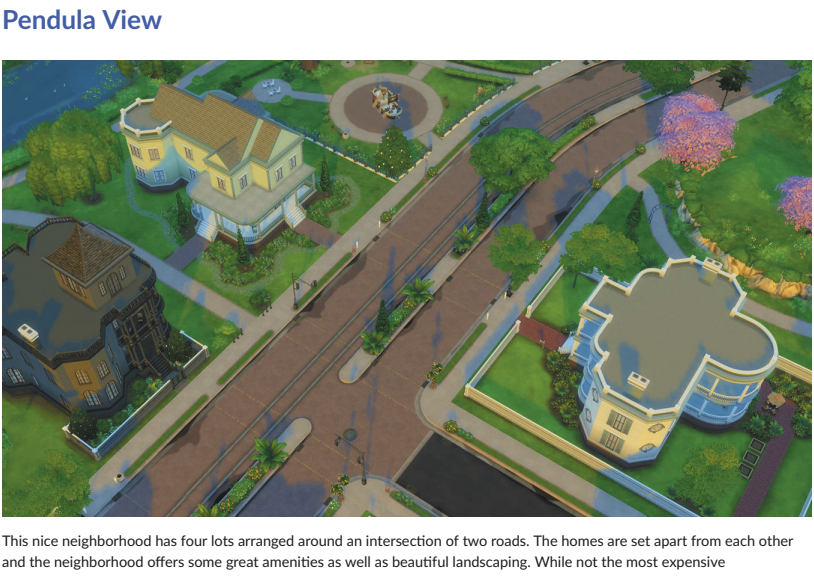
Neighborhood Amenities

This neighborhood is great for Sims who like fishing because it contains several fishing spots where you can catch a variety of different fish. In addition, a small park right behind two of the homes comes complete with picnic tables and grills. The park also provides a great place for exploring and finding things to add to your Sims' collections.

This park is a great place for exploring or having a picnic with other Sims.


Courtyard Lane
Bush spawners (Rose & Strawberry)
Flower spawners (Snapdragon)
Veggie spawners (Mushroom & Onion)
Mineral spawners
Fish spawners
Frog spawners

Pendula View



This nice neighborhood has four lots arranged around an intersection of two roads. The homes are set apart from each other and the neighborhood offers some great amenities as well as beautiful landscaping. While not the most expensive neighborhood, Pendula View is somewhat exclusive.

Hallow Slough

- Lot Size: 30x20
- Empty lot

Even though this is only an empty lot, it is not cheap. While beginning Sims could possibly afford the lot, they would not have a lot of money left over to build a nice house and furnish it. A nice feature is that it backs up to a pond complete with fishing and a picnic area. You almost don't need a backyard with all of this right next to the lot.

Umbrage Manor

- Lot Size: 40x30
- 3 bedrooms, 2 bathrooms

This two-story home has a fence running around the entire exterior of the lot. There are planter boxes and an outdoor dining area in the backyard. If that were not enough, this lot backs up to a community garden where neighbors like to stroll or socialize about gardening. The house has porches and balconies both in the front and the back.

Parkshore

- Lot Size: 40x30
- 4 bedrooms, 3 bathrooms

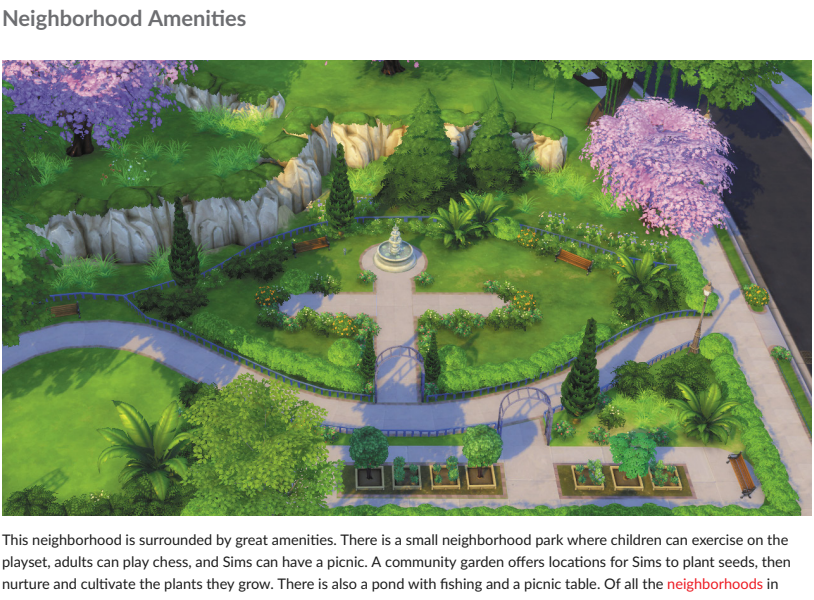
This large home is next door to a small park and backs up to some water where Sims can fish or jog along the shore. The house has two porches and a balcony. The outdoor dining area in the backyard is perfect for entertaining.

Ophelia Villa

- Lot Size: 30x20
- 3 bedrooms, 3 bathrooms

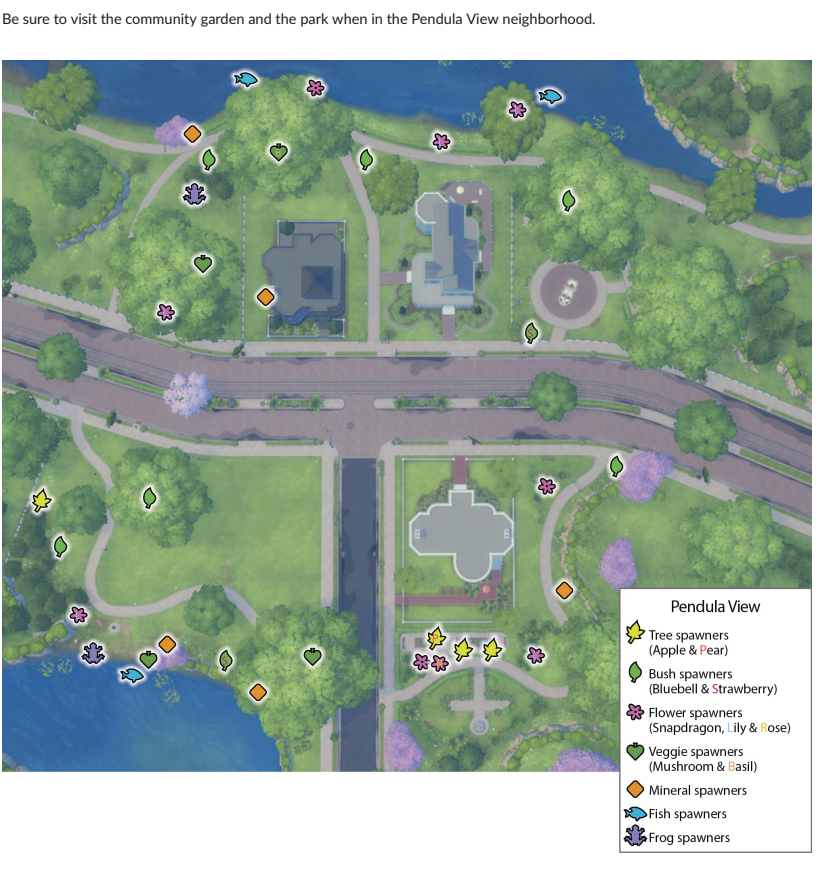
This gothic-style home really stands out in the neighborhood. The interior matches the flavor of the exterior as well. In addition to two full floors, a single bedroom or study on the third floor has a door that allows Sims to access the roof, which can be used as an outdoor area for socializing or other activities.

Neighborhood Amenities



This neighborhood is surrounded by great amenities. There is a small neighborhood park where children can exercise on the playset, adults can play chess, and Sims can have a picnic. A community garden offers locations for Sims to plant seeds, then nurture and cultivate the plants they grow. There is also a pond with fishing and a picnic table. Of all the neighborhoods in Willow Creek, this one offers the most for its Sims.

Be sure to visit the community garden and the park when in the Pendula View neighborhood.


Pendula View
Tree spawners (Apple & Pear)
Bush spawners (Bluebell & Strawberry)
Flower spawners (Snapdragon, Lily & Rose)
Veggie spawners (Mushroom & Basil)
Mineral spawners
Fish spawners
Frog spawners

Tip

Once your Sims have developed their Fishing skill a bit, try fishing in the pond at Pendula View. You can catch some rare fish there—but only if you know what you are doing.

Sage Estates

If you live in Sage Estates, you know that you have made it to the top. These homes are very exclusive and there are only two of them in this neighborhood. Yet because of the size of the lots and the terrain between them, this neighborhood provides privacy for its inhabitants.

Oakenstead

- Lot Size: 50x50
- 4 bedrooms, 3 bathrooms

Oakenstead has the largest lot in Willow Creek. This southern-style mansion has porches, balconies, and even a gazebo in the backyard. Water surrounds this lot on three sides and includes some great fishing spots as well as lots of places to explore for collectibles. The landscaping is natural and provides this mansion with the feel of being off by itself.

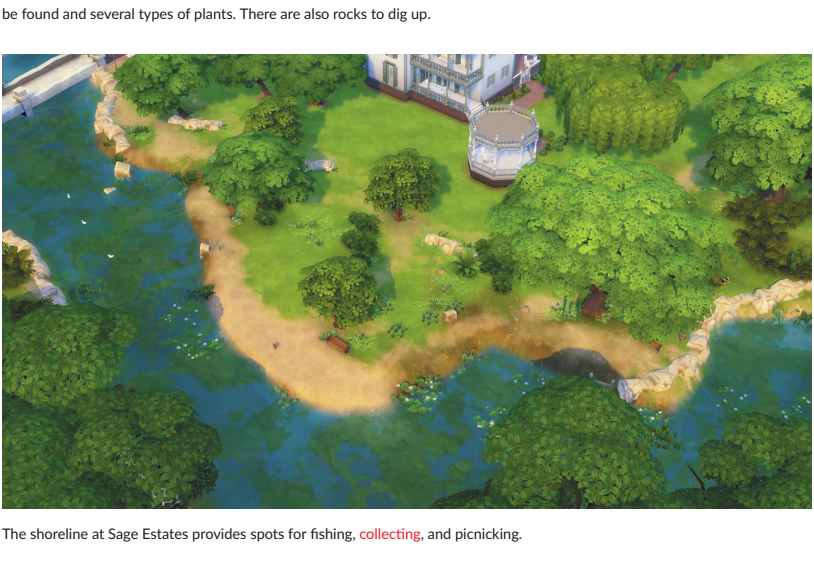
Cypress Terrace

- Lot Size: 40x30
- 5 bedrooms, 4 bathrooms

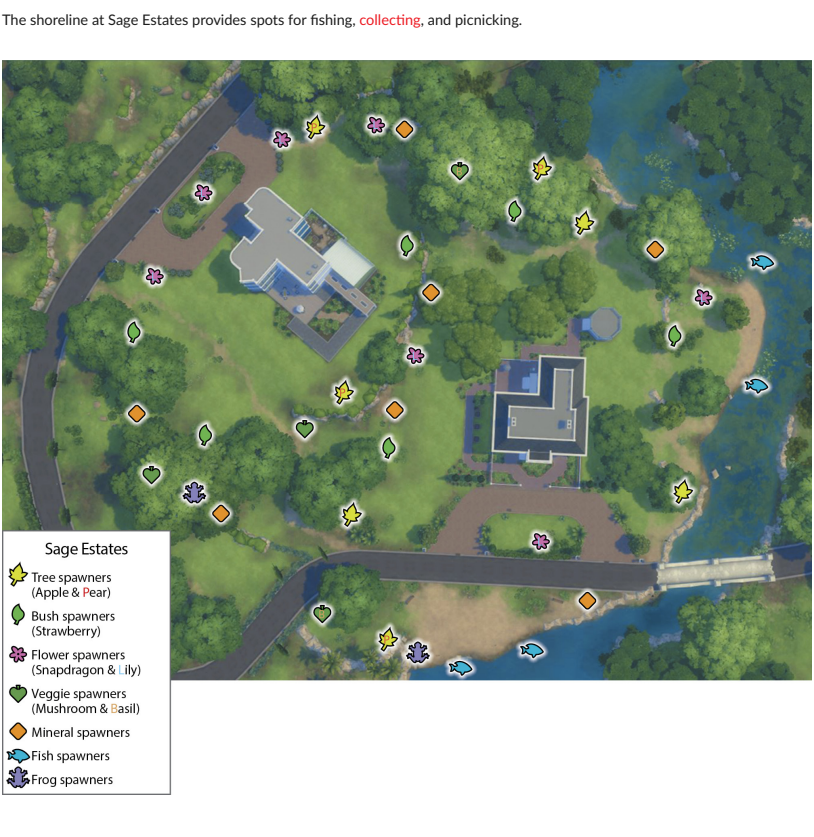
While in the same neighborhood as Oakenstead, its architecture could not be more different. Cypress Terrace has a very modern look and fits an extra bedroom and bathroom into a smaller lot. This mansion is not next to the water, but it's surrounded by trees and makes it feel like one is living in a forest.

Neighborhood Amenities

While Sage Estates does not have a park or a community garden, it still offers some nice amenities. The shoreline that creates a border around half of this neighborhood is more secluded and offers some good fishing spots as well as logs where frogs can be found and several types of plants. There are also rocks to dig up.



The shoreline at Sage Estates provides spots for fishing, collecting, and picnicking.


Sage Estates
Tree spawners (Apple & Pear)
Bush spawners (Strawberry)
Flower spawners (Snapdragon & Lily)
Veggie spawners (Mushroom & Basil)
Mineral spawners
Fish spawners
Frog spawners

Willow Creek Commercial District

Located right on the main shoreline, the commercial district features four different venues that bring together Sims from the various neighborhoods of Willow Creek as well as nearby towns. Be sure to have your Sims come visit these venues to socialize, exercise, and have fun.

Municipal Muses Museum

This museum contains works of art for Sims to view and admire. While this can be beneficial for those in the Painting career or working on the Painting skill, the museum also offers a place to hold events such as weddings. It is also a great place to go on a date with another Sim.

The Blue Velvet Nightclub

The Blue Velvet is the main hot spot in Willow Creek and a great place to go to meet other Sims. Featuring a complete bar, Sims can order drinks here or practice their Mixology skill. There is even a piano for working on that skill or for entertainers to use to perform.

Movers & Shakers Gym

Need to work on the Fitness skill? Or maybe get in some social time? Movers & Shakers has got you covered. You can find all of the latest fitness equipment here along with televisions to watch while you work out. Plus they have full bathrooms complete with showers so you can clean up after sweating it up and not have to go home before hitting one of the other venues in this district.

Willow Creek Archive Library

Reading books is a good way to develop skills. While you can order books using your cell phone or computer and have them delivered right to your mailbox, that costs money. Instead, pay a visit to the library and see what they have there. You can find books for most skills at the lower levels as well as other books to read for enjoyment. Just go to one of the bookcases, open it, and then drag the books you want into your inventory. There are no late fees and you don't even have to return the books.

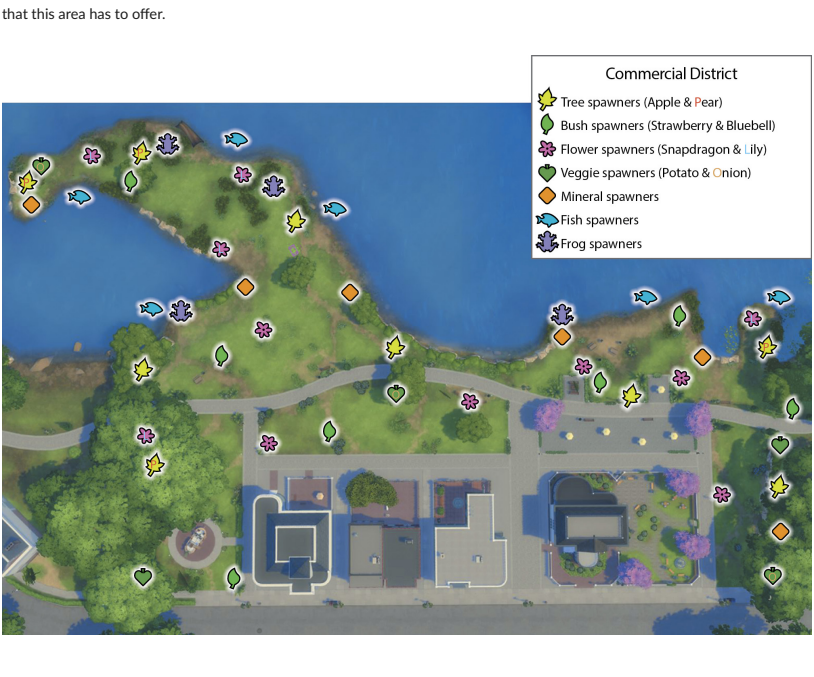
Tip

Because the library carries only the lower level skill books, you will have to order and pay for the skill books at higher levels.

Neighborhood Amenities

The waterfront of the commercial district is a destination in itself. Sims can enjoy several outdoor activities here.

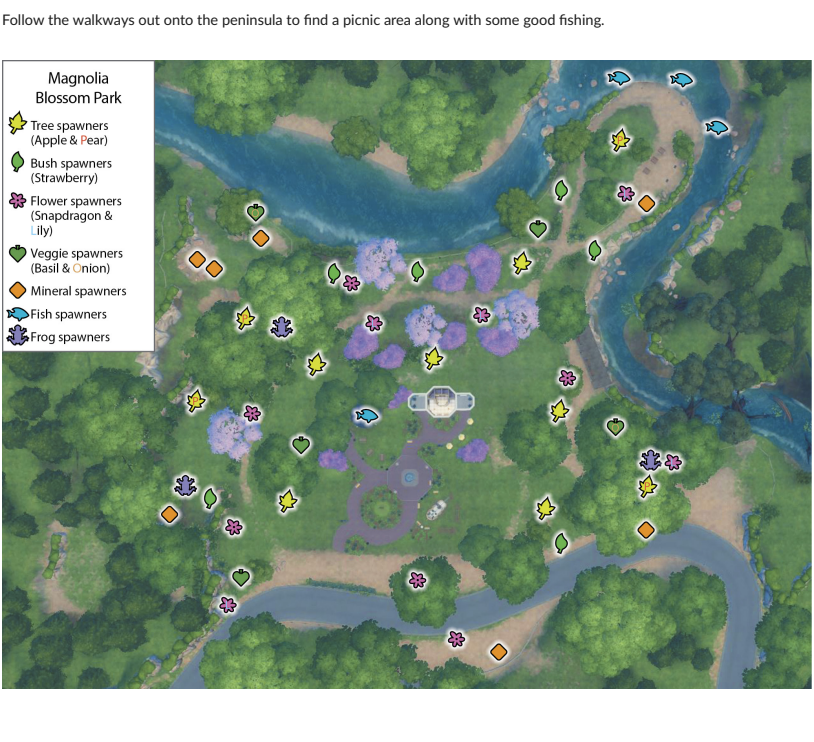
Because the commercial district is on the waterfront, there is a long section of shoreline where Sims can jog, picnic, and collect things. There is even a small park with a playset for the kids. So if you are coming to one of the venues, stay and explore all that this area has to offer.


Commercial District
Tree spawners (Apple & Pear)
Bush spawners (Strawberry & Bluebell)
Flower spawners (Snapdragon & Lily)
Veggie spawners (Potato & Onion)
Mineral spawners
Fish spawners
Frog spawners

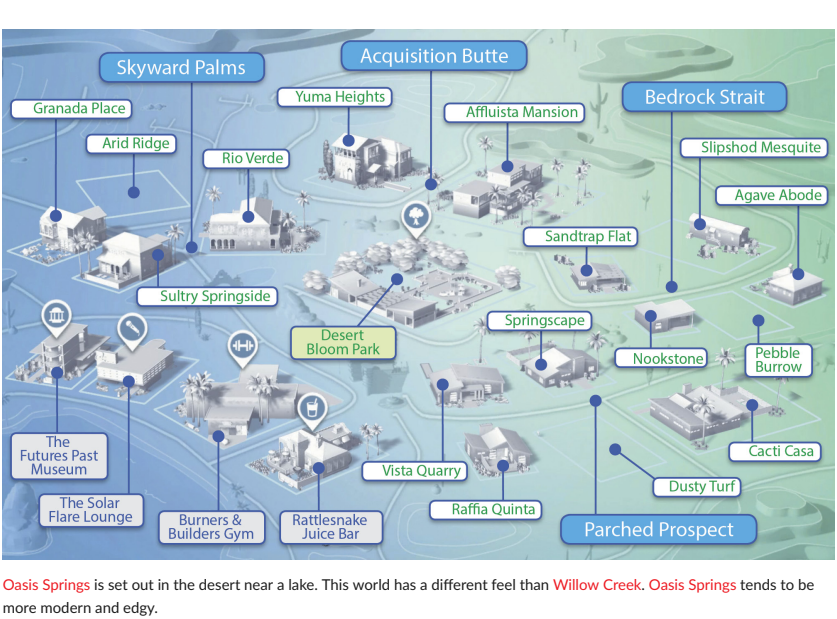
Magnolia Blossom Park

Located in the center of Willow Creek, this park is a great place for meeting other Sims, socializing, working some skills or hobbies, and just having fun. It can also be a great place to take a date. Collectors can have a wonderful time here with all the rocks and plants and logs. Those working on their Fishing skill can cast at several spots along the shoreline of the stream or at the small pond in the park, where experienced anglers can catch some rare fish. Bring children to the park to play on the monkey bars and playset or sit down at one of the tables for a game of chess. Use the restrooms in the small building at the back of the park to take care of your needs so you can spend more time at the park.

Follow the walkways out onto the peninsula to find a picnic area along with some good fishing.


Magnolia Blossom Park
Tree spawners (Apple & Pear)
Bush spawners (Strawberry)
Flower spawners (Snapdragon & Lily)
Veggie spawners (Basil & Onion)
Mineral spawners
Fish spawners
Frog spawners

Oasis Springs


Skyward Palms
Acquisition Butte
Granada Place
Yuma Heights
Affluista Mansion
Bedrock Strait
Arid Ridge
Rio Verde
Slipshod Mesquite
Agave Abode
Sandtrap Flat
Sultry Springside
Springscape
Desert Bloom Park
Nookstone
Pebble Burrow
The Futures Past Museum
Vista Quarry
Cacti Casa
Dusty Turf
The Solar Flare Lounge
Burners & Builders Gym
Rattlesnake Juice Bar
Raffia Quinta
Parched Prospect

Oasis Springs is set out in the desert near a lake. This world has a different feel than Willow Creek. Oasis Springs tends to be more modern and edgy.

Bedrock Strait

Bedrock Strait is a lower-priced neighborhood with four homes and an empty lot. A small stream runs along the edge of this neighborhood and provides an area for Sims to explore and have fun. All of the homes here are single bedroom and single bathroom, so this is not a great area for families. Either single Sims or couples are usually found in this neighborhood.

Pebble Burrow

- Lot Size: 30x20
- Empty lot

There is only one empty lot in this neighborhood. It is big enough to build a medium-sized home and backs up to the stream. It is between two other homes so you will have neighbors on either side of you.

Nookstone

- Lot Size: 20x15
- 1 bedroom, 1 bathroom

This is a small house on a small lot. However, it is not very expensive and suitable for one Sim or a couple that does not mind sharing the single bedroom. This lot backs up to the stream and is close to collectible items.

Sandtrap Flat

- Lot Size: 30x20
- 1 bedroom, 1 bathroom

This small house is on a medium-sized lot, allowing for room to expand. In fact, by adding some walls and changing the flooring of the front porch, you can easily turn this space into another room or two. You can also pull the exterior walls out and add even more rooms. This lot is large enough to handle these types of renovations.

Slipshod Mesquite

- Lot Size: 40x30
- 1 bedroom, 1 bathroom

This is the largest lot in the neighborhood—and one of the smallest homes. This single wide trailer is not a bad place to start. Or tear it down and use this lot to build an even bigger and better home. This lot also includes some outdoor furniture for a couple of Sims to use to enjoy the outdoors while having a meal or conversation.

Agave Abode

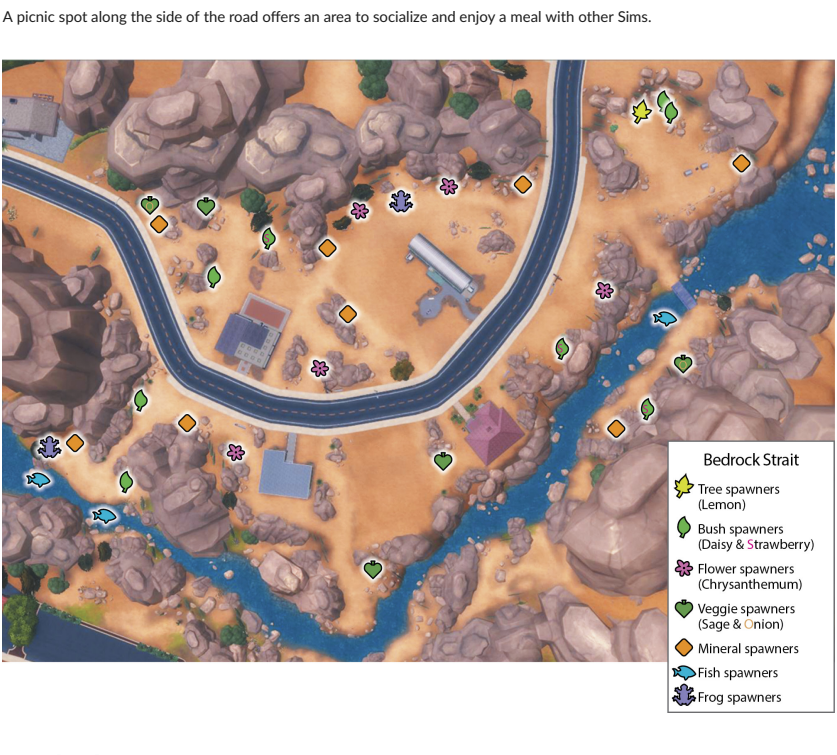
- Lot Size: 20x15
- 1 bedroom, 1 bathroom

While this is one of the nicest looking homes in the neighborhood, the lot is quite small with little room for additions. It backs up to the stream and is close to a small bridge that crosses the stream to a good fishing spot.

Neighborhood Amenities

Bedrock Strait is out in the desert, and while it has some fishing spots along the stream and places to collect items, there is not much else. With no parks or playgrounds for children, this neighborhood is more suitable for adults.

A picnic spot along the side of the road offers an area to socialize and enjoy a meal with other Sims.


Bedrock Strait
Tree spawners (Lemon)
Bush spawners (Daisy & Strawberry)
Flower spawners (Chrysanthemum)
Veggie spawners (Sage & Onion)
Mineral spawners
Fish spawners
Frog spawners

Parched Prospect

While Bedrock Strait was all brown and desert, Parched Prospect is like an oasis in the middle of the desert. Though the surroundings are sandy desert, the lots are all green and grassy. This is a better neighborhood for families with children.

Dusty Turf

- Lot Size: 30x20
- Empty lot

Dusty Turf is the empty lot in this neighborhood. It is actually a pretty decent-sized lot at the intersection of two roads. If you are going to build a home in Oasis Springs, this is a better choice than Pebble Burrow in Bedrock Strait because Parched Prospect is a nicer and more classy neighborhood.

Raffia Quinta

- Lot Size: 20x15
- 2 bedrooms, 2 bathrooms

This small home has two bedrooms and two bathrooms squeezed into it. The lot is not very big, so if you want to expand, you will have to put a second floor on top rather than expanding out to the sides. Small families or a couple roommates will find this home a great place to live. It also has an fenced-in patio in the back with some outdoor furniture and a barbecue.

Vista Quarry

- Lot Size: 30x20
- 2 bedrooms, 1 bathroom

This is another small house. However, the large lot means you can easily move those walls out or add more room—especially if you go out the back. It does have a bit of landscaping in the backyard. However, with the space, you can do a lot more back there.

Springscape

- Lot Size: 30x20
- 3 bedrooms, 2 bathrooms

This nice home is perfect for a family or a larger household. It has a fenced backyard complete with furniture and enough space for several Sims to live without running into each other. Plus, it is right next door to a park! Children can go and play at the park while staying close to home.

Cacti Casa

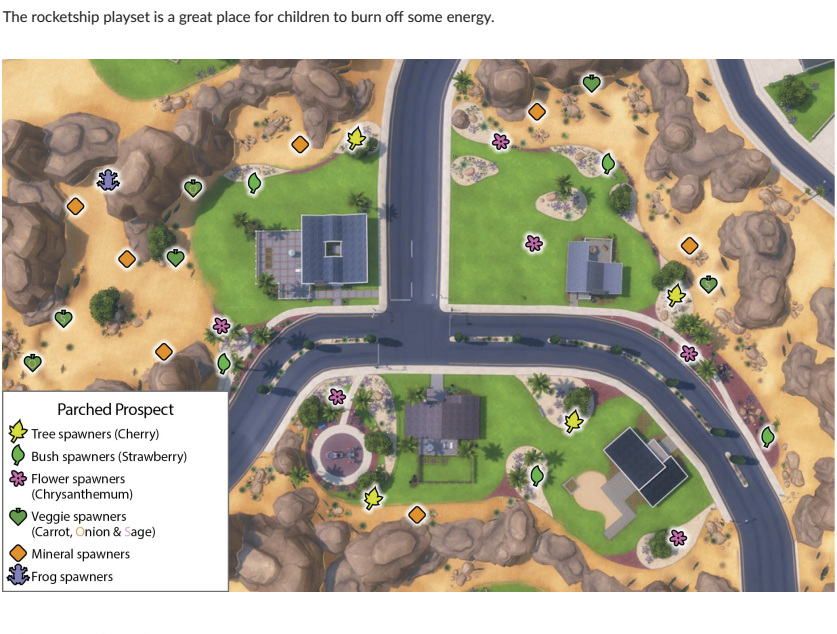
- Lot Size: 40x30
- 4 bedrooms, 3 bathrooms

This is the largest home in Parched Prospect. A big patio on the side yard would be great for entertaining. The design of this house is unique—it has roofless atrium in the center that makes the home seem more open. With four bedrooms and three bathrooms, this can be great for a large family or for a group of roommates with enough room for everyone to have some privacy.

Neighborhood Amenities

The main amenity of this neighborhood is the small park, which is perfect for families with children. Those who like to collect things will find plants, rocks, and places to look for frogs. Unlike some of the other neighborhoods in Oasis Springs, there are no bodies of water or fishing holes.

The rocketship playset is a great place for children to burn off some energy.


Parched Prospect
Tree spawners (Cherry)
Bush spawners (Strawberry)
Flower spawners (Chrysanthemum)
Veggie spawners (Carrot, Onion & Sage)
Mineral spawners
Frog spawners

Skyward Palms

When visiting Skyward Palms, it is hard to realize that you are actually in the middle of the desert. This neighborhood borders a golf course and has several ponds surrounding it. All of the homes in this neighborhood have a southwestern style of architecture.

Arid Ridge

- Lot Size: 40x30
- Empty lot

This large empty lot allows you to build a large house if you choose or have a large yard. It is surrounded on three sides by roads and backs up to a desert dune. The lot already has several trees and some landscaping.

Granada Place

- Lot Size: 30x20
- 3 bedrooms, 3 bathrooms

This large house fills most of the lot and provides plenty of space for a large family. In addition to a nice patio in the back, an enclosed courtyard in the front is perfect for socializing with neighbors and friends. There are a couple fishing spots on the pond behind this house.

Sultry Springside

- Lot Size: 30x20
- 4 bedrooms, 3 bathrooms

This large home has an enclosed courtyard in front and enclosed patio in the back. A balcony in the front provides an outdoor location for working on skills or hobbies without being interrupted by neighbors. This lot backs up to large pond.

Rio Verde

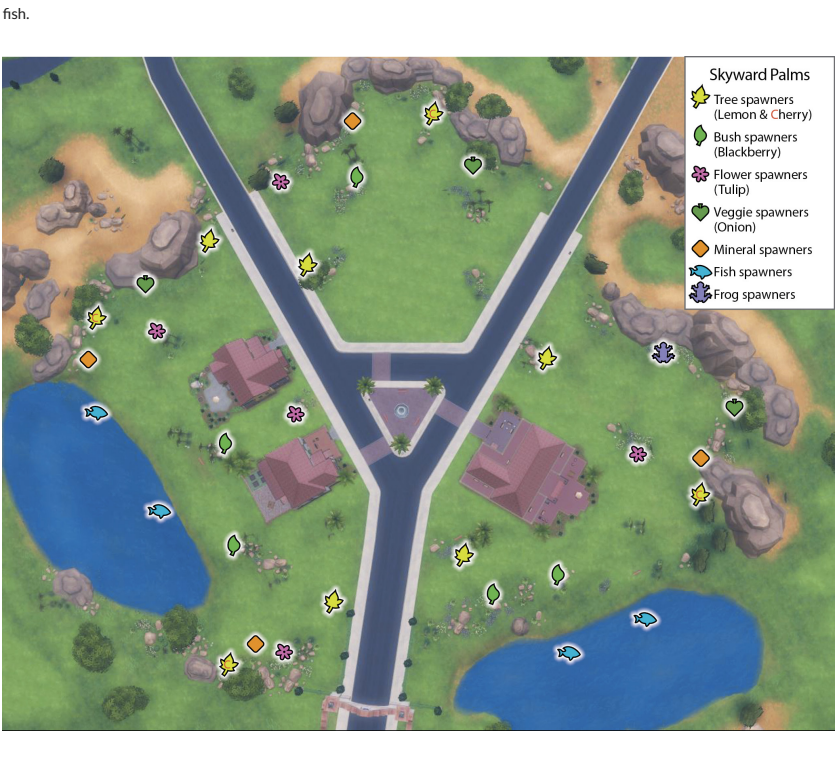
- Lot Size: 40x30
- 5 bedrooms, 4 bathrooms

The largest house in the neighborhood is also on the largest lot—and there is not a lot of space left over for expansion. This home has plenty of room for the largest family and with the number of bedroom and bathrooms, would be ideal for extended families. Give the grandparents their own bedroom and bathroom and still have space for the parents and kids. A large pond behind this house offers a nice view and some fishing.

Neighborhood Amenities

While there are lots of places to collect items on the perimeter of this neighborhood, the main amenities are the two large ponds with fishing spots as well as the beautiful landscaping surrounding the lots. Many Sims find the contrast of the greenery surrounded by the stark desert engaging.

With ponds like this right behind the homes, the Sims in Skyward Palms should take up fishing. One spot even has some rare fish.


Skyward Palms
Tree spawners (Lemon & Cherry)
Bush spawners (Blackberry)
Flower spawners (Tulip)
Veggie spawners (Onion)
Mineral spawners
Fish spawners
Frog spawners

Acquisition Butte

Acquisition Butte is the most exclusive neighborhood in Oasis Springs. Located on the heights above the town, this neighborhood embraces the desert terrain and does not try to hide it behind the green grass of golf courses. If you want to live here, you will need to save up your Simoleons. However, for some Sims, this is worth the price.

Yuma Heights

- Lot Size: 40x30
- 4 bedrooms, 4 bathrooms

With grass in the front yard and the natural desert in the back, this large home features several balconies. While there is not much of a backyard, there is space for improving this area to create a spot for entertaining with a great view of Oasis Springs below. A trail that leads down to a lower ledge behind this house is great for exploring. This home has enough space for a large family.

Affluista Mansion

- Lot Size: 50x50
- 2 bedrooms, 3 bathrooms

Affluista Mansion is one of the more unusual homes in an area with several interesting types of architecture. While the home across the street is more traditional southwestern style, this mansion is quite modern. The style does not end with the exterior. The design and layout of the interior is arranged to create two wings upstairs, each with a bedroom and bathroom. In addition, there is a large study on the third floor where a few Sims could set up their desks and not bother each other. While the home is large, it is designed for a small family or even two couples living together. The lot is large, so you can easily make this house even bigger if you want more bedrooms and bathrooms.

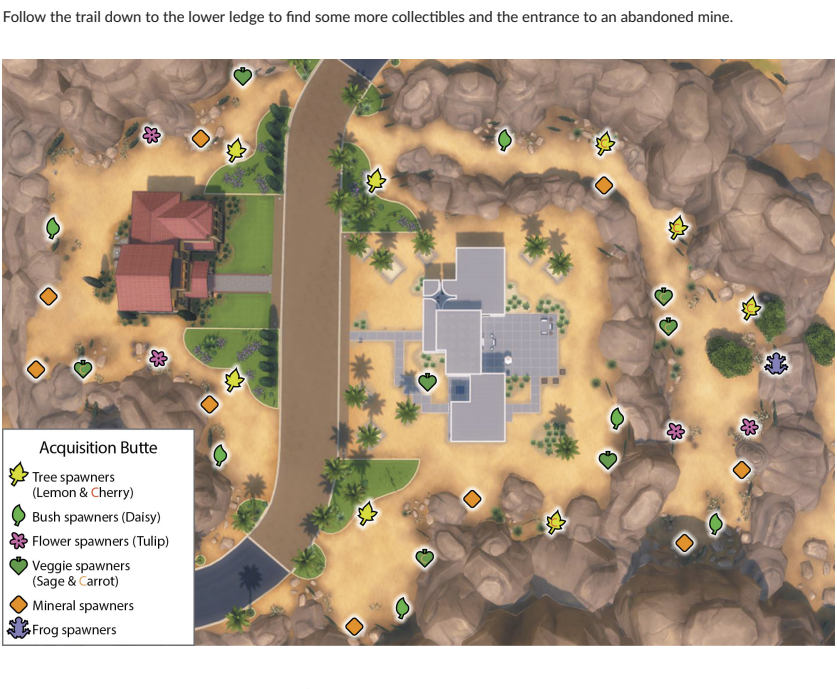
Neighborhood Amenities

As first glance, not a lot of features make this neighborhood special. There are several spots to collect items—sorry, no fishing here—but not much else. However, if you follow a trail that leads from the road down the hill to a ledge, not only can you find more collectibles but also an entrance to an abandoned mine. This is not easy to get into. You need to have a Sim with the Handiness skill maxed out at level 10 to break down the barriers so you can enter this mine. There is another entrance to this mine at the Desert Bloom park, but it is just as tough to open. If Sims explore the mine, they may find a secret location—the Forgotten Grotto (scroll down for a map of this location). To get there, you must make three correct choices while exploring. One wrong choice, and you end up back at the entrance to the mine.

Tip

Spoiler Alert! If you want to find the Forgotten Grotto, and all of the cool places to find collectibles, you need to make the following choices—take the wide path, then climb the ladder, and finally step onto the ledge. After you make these choices, select travel to the grotto and then you will get to this cool location few have ever seen.

Follow the trail down to the lower ledge to find some more collectibles and the entrance to an abandoned mine.


Acquisition Butte
Tree spawners (Lemon & Cherry)
Bush spawners (Daisy)
Flower spawners (Tulip)
Veggie spawners (Sage & Carrot)
Mineral spawners
Frog spawners

Oasis Springs Commercial District

The commercial district for Oasis Springs is on the shore of a large lake. It offers four different venues for Sims to visit as well as some other amenities to help make this a gathering spot for the Sims living in Oasis Springs as well as those visiting from other towns.

The Futures Past Museum

This is a museum where Sims can go to admire art and to socialize. It is much more modern than the Municipal Muses Museum in Willow Creek. Many Sims like to use the Futures Past as a location for social events due to its aesthetics.

The Solar Flare Lounge

The Solar Flare Lounge has some unique architecture. Most of the space is on the second floor with just some stairs leading up to the action from ground level. This upper-class establishment has a bar for developing Mixology skill as well as a microphone for Sims looking to practice their Comedy skill. Sims frequent this place at all hours. Of the two clubs in Oasis Springs, this one is a bit fancier. Many Sims wear their party outfits when coming to this club; however, everyone is welcome no matter what they are wearing.

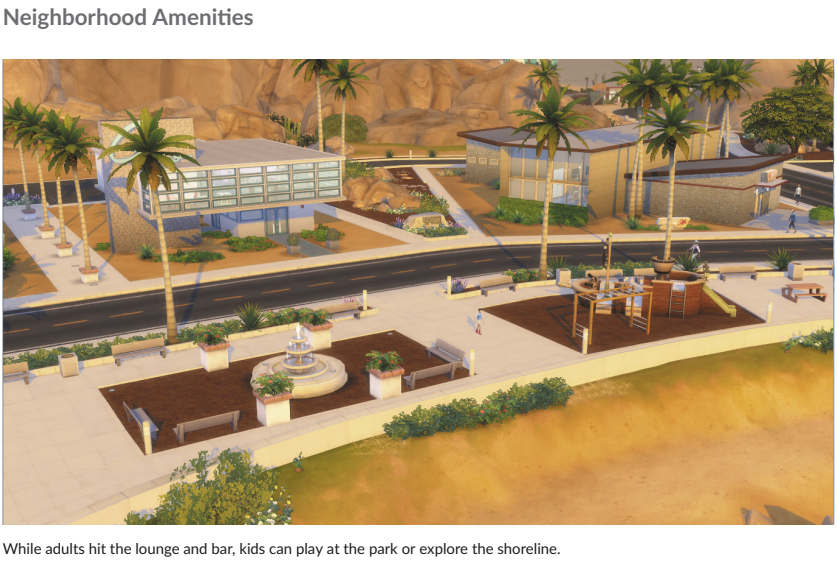
Burners & Builders Gym

This gym has all of the exercise equipment Sims need to have fun and work on their Fitness skill. Because this gym is between two popular social venues, many Sims like to work out after a day on the job, then take a shower and head out to the lounge or bar.

Rattlesnake Juice Bar

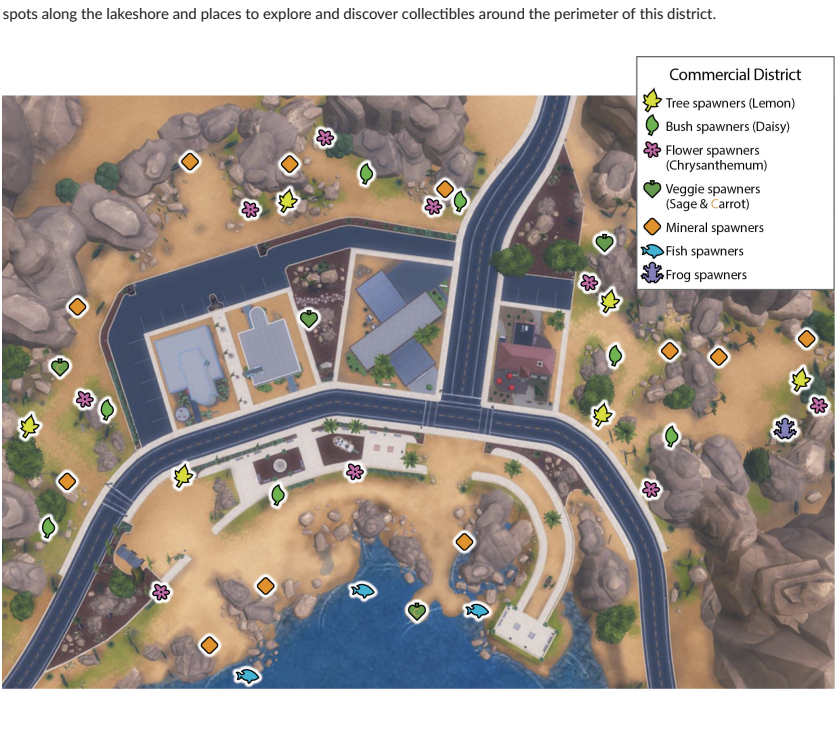
This establishment is designed and themed to look like an old cantina. As such, Sims feel comfortable coming in their everyday outfits and enjoy the down-to-earth ambience. Sims can use the bar here to develop the Mixology skill.

Neighborhood Amenities



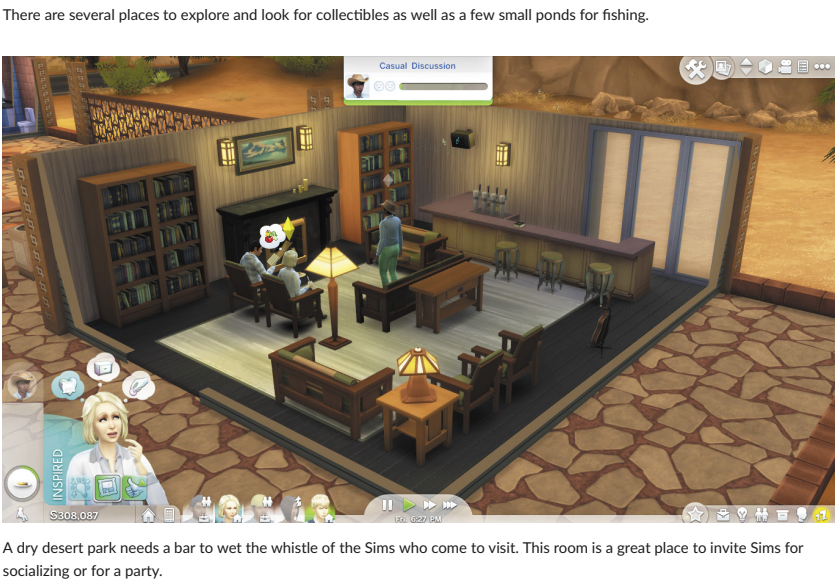
While adults hit the lounge and bar, kids can play at the park or explore the shoreline.

The area between the venues and the shoreline has been made into a waterfront park. There is an area with a playset, a couple picnic areas, and even some restrooms so Sims don't have to go into one of the buildings to take care of business. Find fishing spots along the lakeshore and places to explore and discover collectibles around the perimeter of this district.

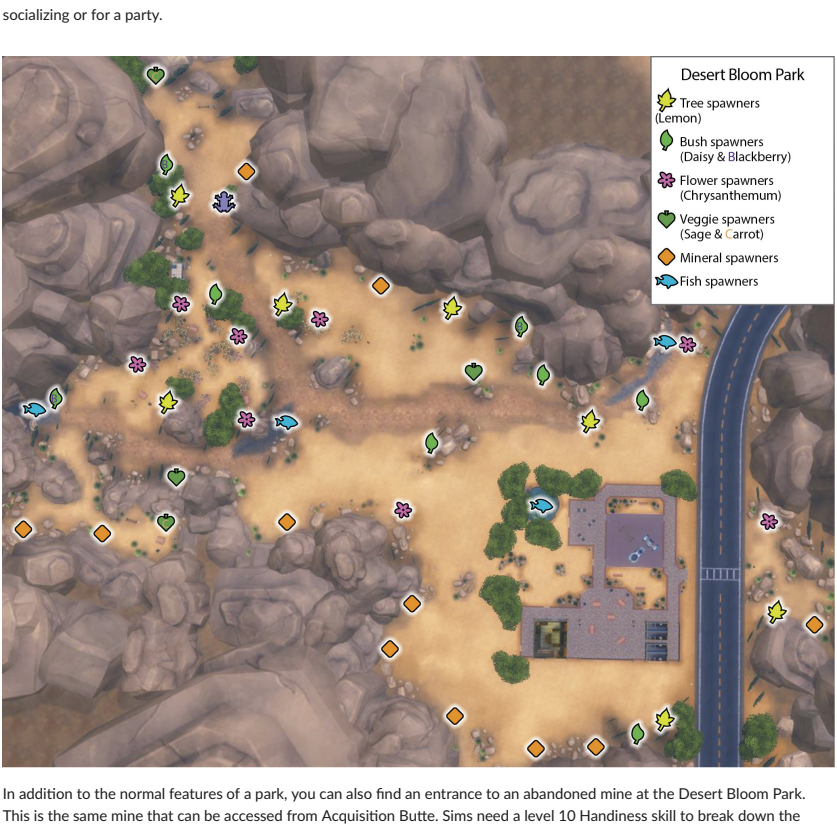

Commercial District
Tree spawners (Lemon)
Bush spawners (Daisy)
Flower spawners (Chrysanthemum)
Veggie spawners (Sage & Carrot)
Mineral spawners
Fish spawners
Frog spawners

Desert Bloom Park

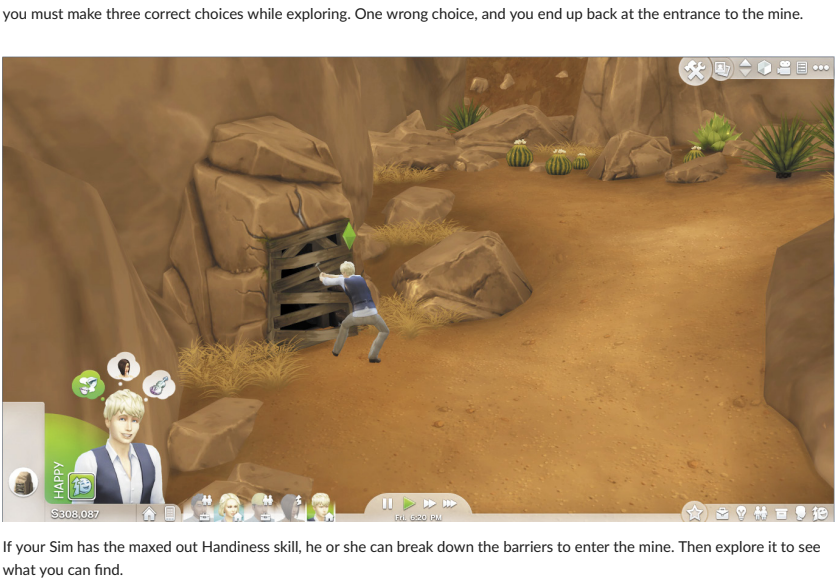
The Desert Bloom Park is a very nice place for Sims to visit and relax, explore, jog, and just have fun. There are a playset and monkey bars for children and even a bar in one of the buildings for the adults. This makes it a great place to have social events. There are several places to explore and look for collectibles as well as a few small ponds for fishing.


Casual Discussion

A dry desert park needs a bar to wet the whistle of the Sims who come to visit. This room is a great place to invite Sims for socializing or for a party.


Desert Bloom Park
Tree spawners (Lemon)
Bush spawners (Daisy & Blackberry)
Flower spawners (Chrysanthemum)
Veggie spawners (Sage & Carrot)
Mineral spawners
Fish spawners

In addition to the normal features of a park, you can also find an entrance to an abandoned mine at the Desert Bloom Park. This is the same mine that can be accessed from Acquisition Butte. Sims need a level 10 Handiness skill to break down the barriers to enter the mine. Then if they explore the mine, they may find a secret location—the Forgotten Grotto. To get there, you must make three correct choices while exploring. One wrong choice, and you end up back at the entrance to the mine.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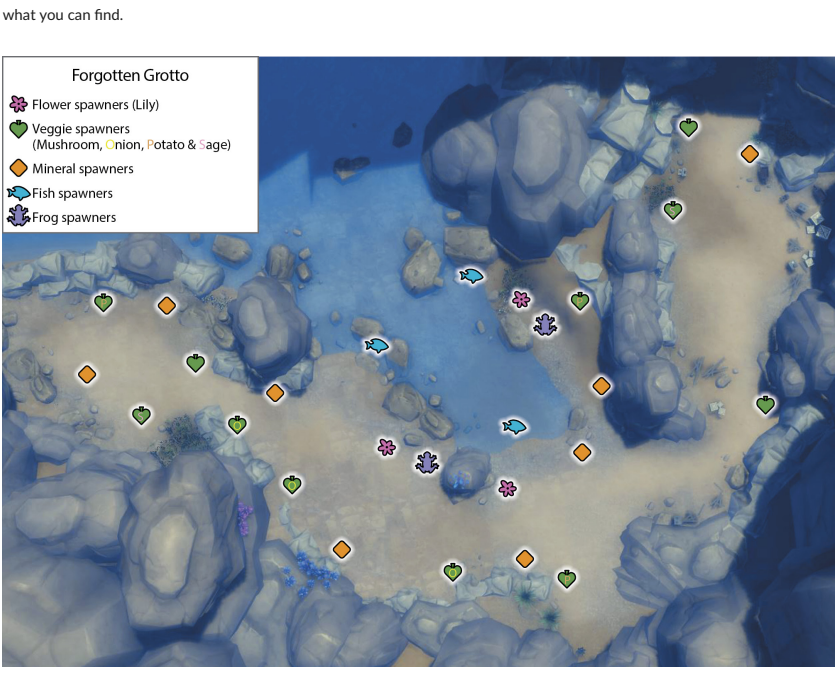
If your Sim has the maxed out Handiness skill, he or she can break down the barriers to enter the mine. Then explore it to see what you can find.


Forgotten Grotto
Flower spawners (Lily)
Veggie spawners (Mushroom, Onion, Potato & Sage)
Mineral spawners
Fish spawners
Frog spawners

Tip

Spoiler Alert! If you want to find the Forgotten Grotto, and all of the cool places to find collectibles, you need to make the following choices—take the wide path, then climb the ladder, and finally step onto the ledge. After you make these choices, select travel to the grotto and then you will get to this cool location few have ever seen.

Note

This is the only place in the world where you can catch the Batfish!

Achievements

Introduction

You can earn 64 different Achievements as you play through *The Sims 4*. Some of them are easy, while others will take a lot of effort to complete. The game divides the Achievements into six different categories. Let's take a look at each of these categories and find out how to get those Achievements.

Achievements

Careers

Are You Entertained?

Requirement: Have a Sim reach max level in the Entertainer career.

Reward: 50 points

The key for this career is to practice Comedy skills and play the piano. Then, if you choose the Music branch, start playing violin and guitar as well. If you opt for the Comedy branch, work on both Comedy and Mischief skills.

Flying Colors

Requirement: Have a Sim reach max level in the Painter career.

Reward: 50 points

Focus on increasing your Sim's Painting skill as much as possible, then sell some paintings.

I, Spy

Requirement: Have a Sim reach max level in the Secret Agent career.

Reward: 50 points

To advance in this field, work on your Charisma and Fitness skills, and use your computer to research and investigate. If you decide to go into the Triple Agent branch, work on your Mischief skill.

Knack of All Trades

Requirement: Reach max level in every career in *The Sims 4*.

Reward: 50 points

This does not need to be done with a single Sim. Instead, you could have eight different Sims each max out their individual careers.

Startup Upstart

Requirement: Have a Sim reach max level in the Tech Guru career.

Reward: 50 points

At the beginning of this career, build up your Programming skill and make games and mods. This continues for the Start Up track. However, if you break off into the Gaming track, you must work on the Video Games skill and win gaming tournaments.

Stellar Work

Requirement: Have a Sim reach max level in the Astronaut career.

Reward: 50 points

Astronauts need to work on their Fitness and Logic skills. Then depending on which track you branch into, you will need to work on either Charisma or Mischief skills.

Suave Criminal

Requirement: Have a Sim reach max level in the Criminal career.

Reward: 50 points

Criminals require a variety of skills. Work on Mischief, Fitness, Programming, Logic, and Charisma. This applies to both branches as well.

The Pen is Mightier

Requirement: Have a Sim reach max level in the Writer career.

Reward: 50 points

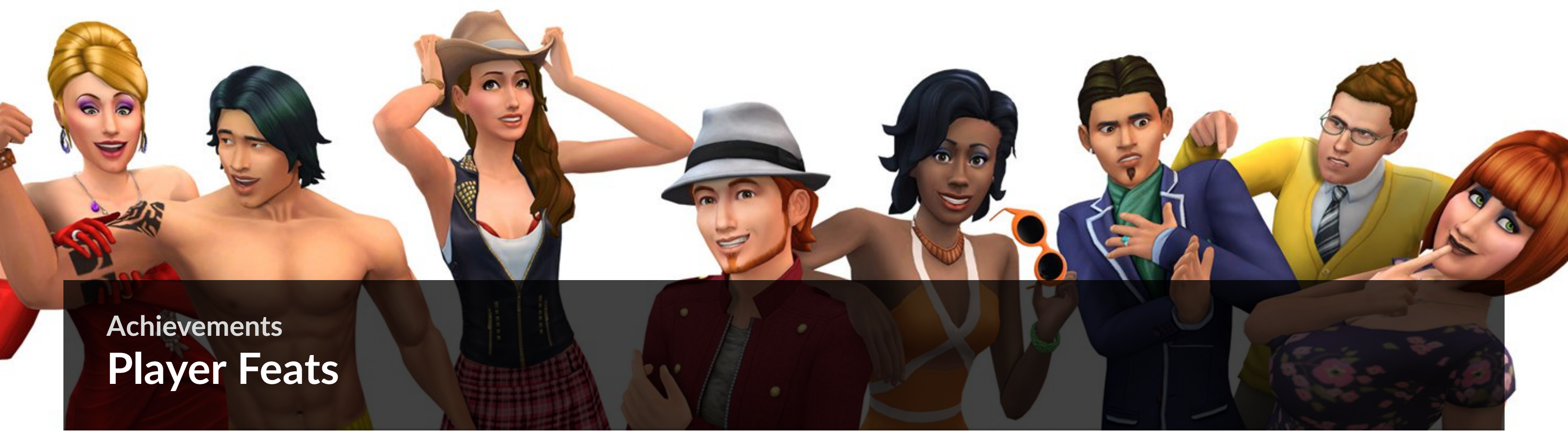
It is no surprise that Writers really need to develop their Writing skill. They must also write books and then sell them. If you go into the Journalist track, then also work on the Charisma skill.

Up a Notch

Requirement: Have aSim reach max level in the Culinary career.

Reward: 50 points

For this career, start off with building up your Mixology and Cooking skills. As you branch off, work on the Charisma skill, as well as Gourmet Cooking if you choose the Chef branch.



Achievements

Player Feats

Aspirational

Requirement: Complete every Aspiration in The Sims 4

Reward: 100 points

This does not have to be completed with a single Sim. Keep track of those you have completed and assign different Aspirations to your various Sims.

Baby Boom

Requirement: Have 400 babies across all your Sims.

Reward: 50 points

You are going to have to put in a lot of time to earn this achievement. A good tip for this is to play as several families at the same time and make sure they all have as many babies as possible.

Event Horizon

Requirement: Earn a Silver rating on every social event.

Reward: 25 points

Be sure to host one of each of the events possible—House Party, Birthday Party, Dinner Party, and Wedding. Make sure you have all the things you need at the location such as music or objects the entertainer can use, a place to prepare food, and a bar for the mixologist. Purchase these before you plan the event to help you earn at least a Silver rating.

Full House

Requirement: Play with an eight-Sim household in *The Sims 4*.

Reward: 10 points

You can create an eight-Sim household when you begin a game, or start off with a couple and have six children. Another option is to add Sims to your household as you make friends and create a large group of friends who share a home.

Host with the Most

Requirement: Host 50 Bronze or better social events across all Sims.

Reward: 100 points

You don't have to host 50 social events with a single Sim. Every social event hosted by any Sim you play counts. Try to host an event every week or at least every other week, and they will add up quickly.

Knock, Knock...

Requirement: Visit 25 different lots in *The Sims 4*.

Reward: 50 points

Get to know your neighbors, and everyone else in town. Start off by visiting the other homes in your neighborhood, then hit the public venues such as libraries and gyms.

Old Lace

Requirement: Cause 10 Non-Player Sim deaths on your home lot in *The Sims 4*.

Reward: 25 points

While you may not have access to arsenic, there are other ways to help other Sims receive a visit from the Grim Reaper. You can use funny socials to make a Sim laugh to death. On the other hand, you can also use mean socials to get another Sim so angry they die. This is not easy to do, so you need some practice.

The Main Event

Requirement: Earn a Gold rating on every social event.

Reward: 100 points

Meet almost all of the goals for each of the four types of events (House Party, Birthday Party, Dinner Party, Wedding) to earn this award. The more events you host, the easier this will become, as you learn the best way to achieve those goals.

'Til Death Do Us Part

Requirement: Have a Sim die at their own wedding.

Reward: 100 points

This is a tough one to earn. You can try to get a fire started during a wedding and make sure your Sim burns to death. Or you could get married with an elderly Sim who is just about to die. You may want to save your game several times just to make sure the timing is right.

Vengeful Deity

Requirement: Kill off 10 of your Sims via unnatural causes.

Reward: 25 points

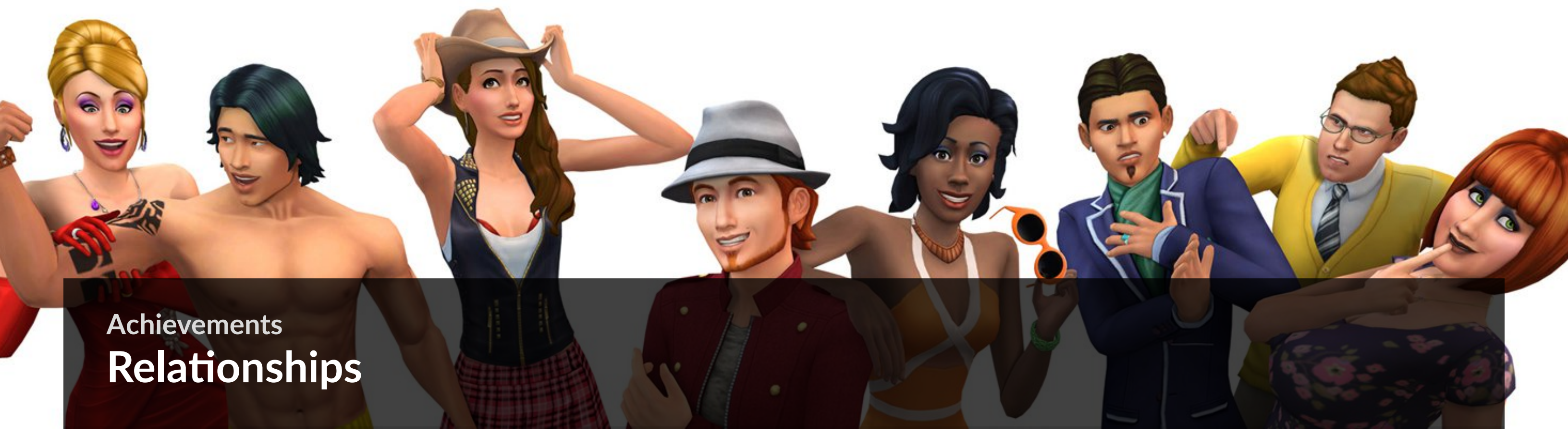
This is a little easier than killing off other Sims. A good way to do this is have them work on electronics. After they get shocked, keep working on the electronics to eventually get electrocuted. You can also starve them to death by refusing to feed them or let them feed themselves. Get rid of your stove and refrigerator to help keep your Sim from eating.

Whimsical

Requirement: Complete 100 whims across all Sims.

Reward: 50 points

You should always be trying to complete the three whims that appear above your character's profile picture. If there is one that you can't do, click on the X next to it to cancel it so you can get another whim that might be easier to complete.



Achievements

Relationships

50-Mile-High Club

Requirement: Successfully WooHoo in a rocketship.

Reward: 10 points

Is this possible? Just remember, you don't have to be in space. You just need a rocketship—and another Sim in a romantic mood.

Hello, Darkness, My Old Chum

Requirement: Have a Sim befriend the Grim Reaper.

Reward: 25 points

When a Sim dies, the Grim Reaper pays a visit to the lot. Take the opportunity to get to know him. He really isn't all that bad. Besides, it is better to meet him while you are still alive. You can't have a conversation with the Grim Reaper after you are dead.

Serial Monogamist

Requirement: Perform marriages in 20 unique households.

Reward: 50 points

This Achievement will take a while to earn. First, you need to have 20 different households. Then be sure to have one of your Sims get married within each household. This will also give you practice for earning Achievements that focus on social events.

So...I'll Call You?

Requirement: Have a Sim's bladder fail while on a date.

Reward: 10 points

Since going on a date takes place almost immediately after a Sim asks another, make sure your Sim has his or her bladder need far into the red and then go on the date. It will surely fail if you make sure the Sim fails to go before leaving for the date.

Speed Dating

Requirement: Have a Sim "first kiss" three times at a single social event.

Reward: 25 points

While not easy, this Achievement is not too tough. Because social events are limited in time, you have to work quickly to get some romantic socials with at least three other Sims and work your way up to a "first kiss." This is easier for Sims with the Romantic trait or a Love Aspiration.

Super Best Friends

Requirement: Make 20 BFF's with Non-Player Sims.

Reward: 50 points

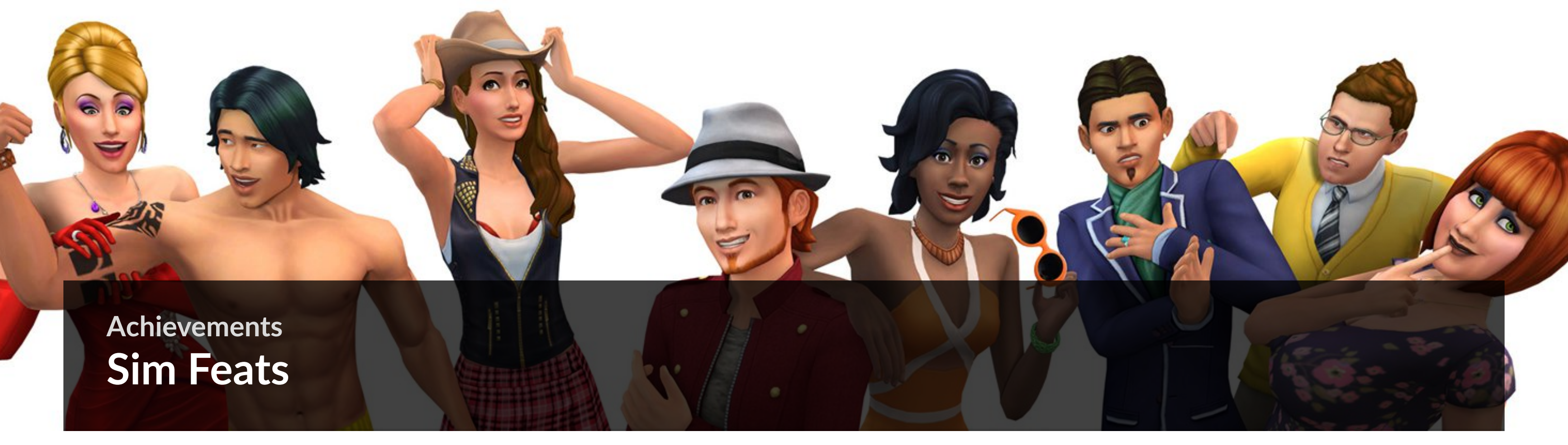
As you make friends, continue using the friendly socials to improve your relationships with other Sims until you can ask them to be your BFF. You can have more than one BFF at a time, so keep working on those socials.

WooHoo!

Requirement: WooHoo with 50 unique Non-Player Sims.

Reward: 50 points

Work on the romantic socials with other Sims until you get to a point where you can ask them to WooHoo. This interaction is only available when you have a place for doing this, such as a bed, the Backyard Observatory, or the rocketship. Therefore, it won't be available at venues such as bars or lounges. You will need to invite these people to your home.



All Nighter

Requirement: Have a Sim stay awake for 24 straight Sim hours.

Reward: 25 points

Be sure to have your Sim get a good night's rest and then avoid doing strenuous activities such as working out when you go for this Achievement. If you have to work, be sure to take it easy. Try to keep your other needs met so that fatigue is the only thing bringing down your Sim's mood.

Basketcase

Requirement: Have a Sim get in and out of all primary emotional states within 24 Sim hours.

Reward: 50 points

This takes some planning. Attempt this on a day your Sim doesn't have to go to work and start off with positive emotions. The best way to end is with a break up with a girlfriend or boyfriend to get the Sad emotion. Try earning this Achievement at the same time you do the All Nighter.

Channel Surfer

Requirement: Have a Sim listen to all the radio stations and watch all TV channels.

Reward: 10 points

Get a radio and a television and then just select each of the stations and channels to earn this Achievement.

I'll Get Around to It

Requirement: Have 10 broken objects on your Sim's lot.

Reward: 10 points.

To get this achievement, just let objects stay broken when they break down. In fact, purchase objects that are not very reliable to help ensure they break down.>

Introvert

Requirement: Have a Sim do nothing social for 24 Sim hours.

Reward: 50 points

This is not that tough. You just have to watch your Sim and make sure they don't try to socialize on their own. Stay at home and put your cell phone on silent. If your Sim goes to work, be sure to work hard and avoid the socializing options. Also be sure to go to bed early and sleep for a long time.

My, You've Changed!

Requirement: Have a Sim become both max thin and fat within a lifetime.

Reward: 25 points

It is easier to start out as thin as possible and then have your Sim eat a lot while avoiding any physical activity.

Older and Wiser

Requirement: Have a Sim age up.

Reward: 10 points

Just keep playing. Your Sim will eventually have a birthday and age up automatically. No special effort needed here.

On a Whim

Requirement: Have a Sim complete 10 whims at a single social event.

Reward: 25 points

While at a social event, focus on the whims. If there is one that you can't do easily, click on it to remove it so another—and hopefully easier—one will appear.

Over-Achiever

Requirement: Have a Sim complete 5 Aspirations.

Reward: 100 points

This is a tough one to achieve. You have to focus almost entirely on your Aspirations. Complete your first Aspiration, the select a second and so forth. This can be tough to achieve in a single lifetime unless you really work on those Aspirations.

The Circle of Life

Requirement: Play a Sim from birth to natural death.

Reward: 25 points

Start off with a couple and have a baby. Then play that baby all the way until he or she dies from old age. You can work on this Achievement while progressing toward other Achievements.

The Most Interesting Sim in the World

Requirement: Have a Sim with 12 or more traits.

Reward: 50 points

Earn new traits when you complete Aspirations as well as when your Sim ages up from baby to child to teen and then to adult. The best way to earn this Achievement is to work on it along with Over-Achiever. Each time you complete an Aspiration and select a new one, you get some new traits as well.

Triple Play

Requirement: Have a Sim give birth to triplets.

Reward: 50 points

This Achievement requires luck and chance. Try having a baby with your female Sims until they have triplets. The Fertile trait (which can be purchased with Satisfaction Points at the Rewards Store) can increase your odds.

What Makes a Sim Turn Neutral?

Requirement: Have a Sim stay in the Fine emotion for 48 straight Sim hours.

Reward: 25 points.

This is another tough achievement to get. You have to keep your Sim's needs in the green or yellow range, not have them interact with other Sims, and have an environment that does not provide moodlets. In fact, you have to avoid all moodlets that you can.

What Are Your Options?

Choices in the Gameplay Options menu can help you accomplish certain Achievements. If you are trying to starve a Sim for Vengeful Deity, or going for an All Nighter, disable autonomy for that Sim. That way, they won't sneak in an action that you don't want. For other Achievements, tinker with the Lifespan settings. For example, a longer lifespan would be a big help for Over-Achiever or other Achievements that require lots of time, while shorter lifespans will give you a boost for ones such as Older and Wiser or Circle of Life.

Achievements

Skills and Crafting

Beyond Repairs

Requirement: Have a Sim reach max level in the Handiness skill.

Reward: 50 points

You gain Handiness skill levels by repairing broken items. However, there are rarely enough broken items to get you all the way to the max level. Therefore, purchase a Woodworking Table and use it to develop this skill.

Bow-dacious

Requirement: Have a Sim reach max level in the Violin skill.

Reward: 50 points

Playing the violin not only builds up this skill, but also provides fun for your Sim. Purchase a violin and then start practicing and playing it.

Cast Away

Requirement: Have a Sim reach max level in the Fishing skill.

Reward: 50 points

Fishing spots are scattered throughout the neighborhoods. Get out there and start fishing. As you progress, use bait and read books about fishing to increase your skill level.

Code Monk

Requirement: Have a Sim reach max level in the Programming skill.

Reward: 50 points

You need to buy a computer to begin working on this skill. Then just keep doing programming actions with your computer until you max out this skill. You can also read books to improve this skill.

Connoisseurus Rex

Requirement: Have a Sim reach max level in the Gourmet Cooking skill.

Reward: 50 points

This skill is different from the Cooking skill. Purchase books on Gourmet Cooking and read them to learn new recipes that apply to this skill. You will need all three volumes of these skill books, because each helps at different levels. Then start cooking those recipes to max out your skill level.

Elementary

Requirement: Have a Sim reach max level in the Logic skill.

Reward: 50 points

While you can read some books to improve your Logic skill, you can also play chess at home or at a park. Once you have enough Simoleons, purchase a Backyard Observatory and use it to help max out your Logic skill.

Fired Up

Requirement: Have a Sim reach max level in the Fitness skill.

Reward: 50 points

Go to the gym and work out. You can also go jogging or buy exercise equipment for your home to help work on this skill.

Games within Games

Requirement: Have a Sim reach max level in the Video Gaming skill.

Reward: 50 points

While you can play some video games on your cell phone, you really need a computer to work on this skill. Once you can afford it, get the MotionMonitor Gaming Mat to take your video games to a new level and advance your skill as well.

Green Thumb

Requirement: Have a Sim reach max level in the Gardening skill.

Reward: 50 points

Start off by harvesting plants in your neighborhood to begin building up this skill. Then read books on gardening, plant seeds, and take care of the plants as they grow. Purchase a Bonsai Tree and interact with it to help build your skill.

I'm the Mix Master

Requirement: Mix 100 drinks.

Reward: 25 points

While you can go to a venue with a bar, if you want to max out this skill, you need to purchase a bar for your home and start using it. Invite friends over and make drinks for them.

It's Not Brain Surgery

Requirement: Have a Sim reach max level in the Rocket Science skill.

Reward: 50 points

The best way to work on this Achievement is to purchase a rocketship. You don't have to be an astronaut. Just building the rocketship and doing some of the upgrades will get you to level 4. Explore space in your rocketship and continue upgrading to take you all the way for this award.

Ivory Tower

Requirement: Have a Sim reach max level in the Piano skill.

Reward: 50 points

You can start this skill by playing at a lounge or other venue. Then you should purchase a piano for your home and spend time practicing and playing to build up this skill to its max.

Literal Genius

Requirement: Have a Sim reach max level in the Writing skill.

Reward: 50 points

Purchase a computer and then use it to begin writing. As you advance, you can actually make money from your writing. This is a good skill to work on if you are going into the Writer career.

Mael-strum

Requirement: Have a Sim reach max level in the Guitar skill.

Reward: 50 points

Buy a guitar and then practice and play it to level up this skill to its max. You can also purchase books to help you raise this skill level. Playing the guitar is fun for your Sim.

Mischief Mastered

Requirement: Have a Sim reach max level in the Mischief skill.

Reward: 50 points

When you are socializing, be sure to use the Mischief socials and don't forget to use the voodoo doll object.

Problem Child

Requirement: Have a Sim reach level 10 Mischief skill as a teenager.

Reward: 25 points

As a teenager Sim, really focus on using Mischief interactions both during conversations with other Sims as well as on the computer.

Refined Palette

Requirement: Have a Sim reach max level in the Painting skill.

Reward: 50 points

While you can read books about how to paint, the best way to advance this skill is to buy an easel and then start painting. Keep practicing and painting until you max out this skill.

Smooth Talker

Requirement: Have a Sim reach max level in the Charisma skill.

Reward: 50 points

You can improve Charisma in several ways. Talking to other Sims can earn you some points—when you use Charisma socials. However, the best way to advance is to use a mirror for practicing speeches and other speaking. At level 3 you can begin using a computer to improve Charisma. In addition, you need to have a large circle of friends.

Splice of Life

Requirement: Unlock a new plant type through grafting.

Reward: 25 points

To begin grafting, advance your Sim's Gardening skill to level 7. Then graft a plant to get a shoot. Splice two shoots to create a hybrid. Through experimentation, you can get a new plant and earn this Achievement.

Straight for the Jocular

Requirement: Have a Sim reach max level in the Comedy skill.

Reward: 50 points

Using funny socials is a great way to start off your Comedy skill. You can also use a computer to improve this skill and watch comedy shows on television. Also use a microphone to tell jokes or do routines to keep this skill rising to its max level.

Tender Loving

Requirement: Have a Sim reach max level in the Mixology skill.

Reward: 50 points

This goes well with the "I'm the Mix Master" Achievement. Read a book to increase your skill level to get some more recipes. You start out with some very basic drinks that you can make to help get you started. Then visit a bar at a venue or purchase a bar for your lot and start making drinks. The more you make, the more your skill level will rise.

Tungsten Chef

Requirement: Have a Sim reach max level in the Cooking skill.

Reward: 50 points

Increase Cooking skill by reading books, watching cooking shows on television, and getting into the kitchen and cooking. Try lots of different recipes and invite over friends to help you eat them. Because everybody loves great food, work on this in conjunction with a social Achievement such as Event Horizon, Host with the Most, or the Main Event.

View to a Skill

Requirement: Reach max level in every skill in *The Sims 4*.

Reward: 100 points

This is a tough Achievement to earn because you need to max out every single skill. Follow the directions to get the Achievements for each individual skill and you will get this as a bonus reward.

Achievements

Wealth and Collecting

For the Hoard!

Requirement: Complete all collections.

Reward: 100 points

Collections require you to get out and look for objects. You need to dig up rocks, look for frogs, go fishing, use the telescope in the observatory, and even explore space. Open up your Inventory and then select Collections to find out what you have collected so far and see what you still need to find.

Harvested Interest

Requirement: Harvest from 50 wild plants in *The Sims 4*.

Reward: 25 points

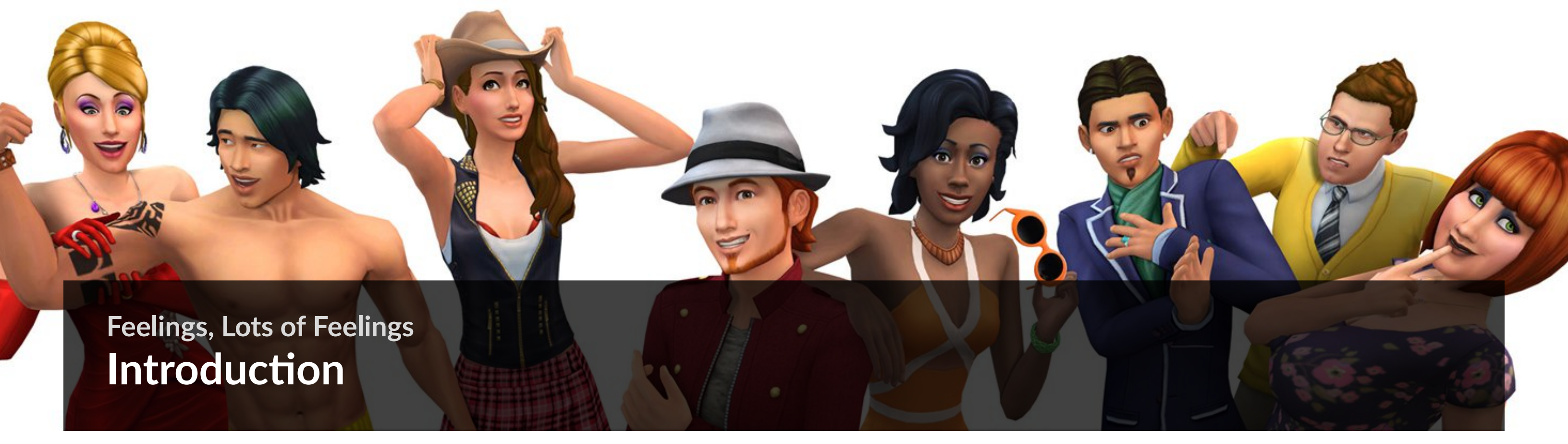
Explore your neighborhoods and the parks to find wild plants. Then use the Harvest interaction. While you can easily find a few near your home, you will have to wander around the community to find the rest.

Rosebud

Requirement: Gain 1,000,000 Simoleons in a single household.

Reward: 100 points

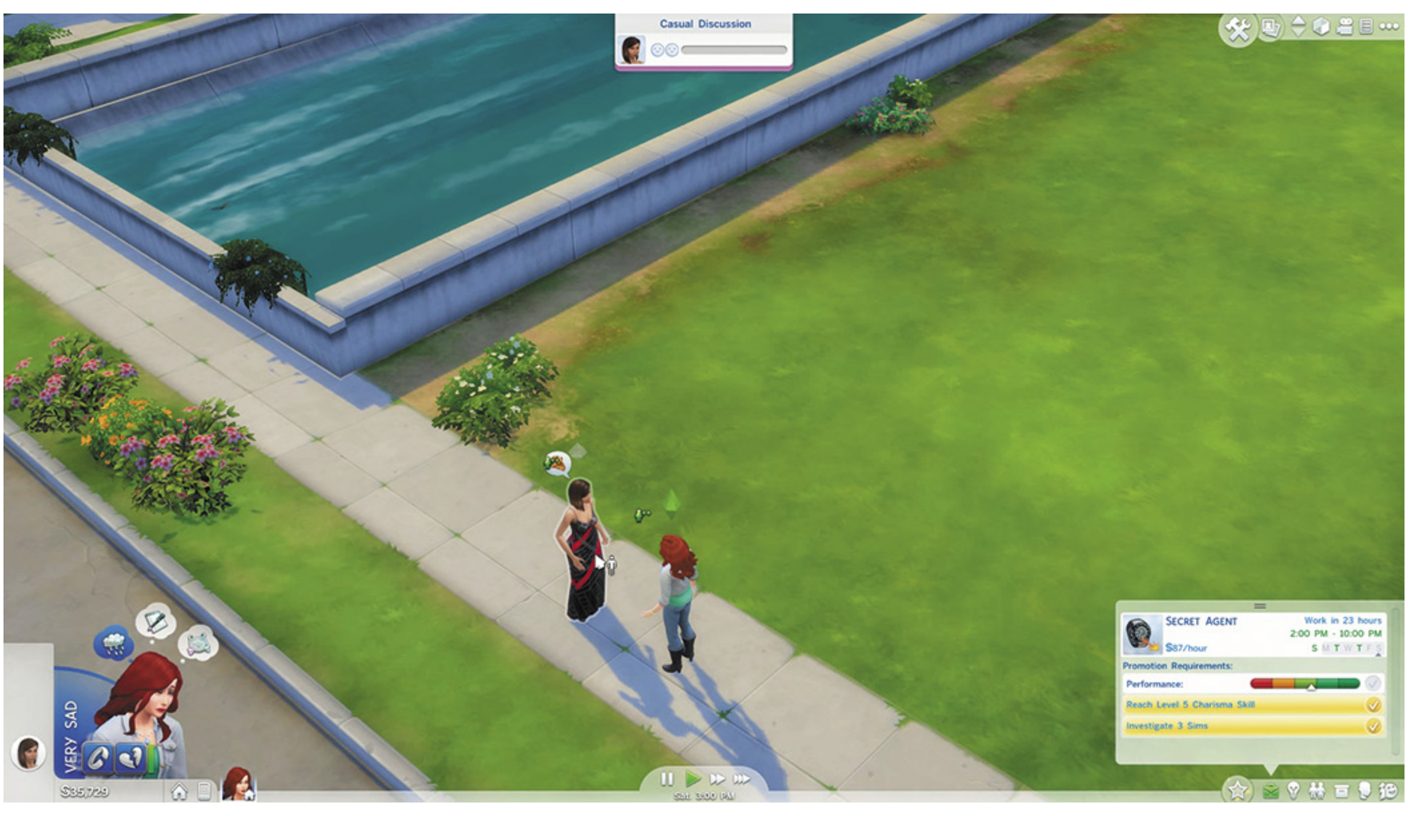
This is a tough Achievement to earn. Note that it is a total for a single household—not a single Sim. Therefore, create a house with several Sims and focus on advancing them through their careers. Also be sure to live frugally. Purchase only the bare essentials and eat inexpensive meals. Of course you could use a money cheat, but where's the fun in that?



Emotions Overview

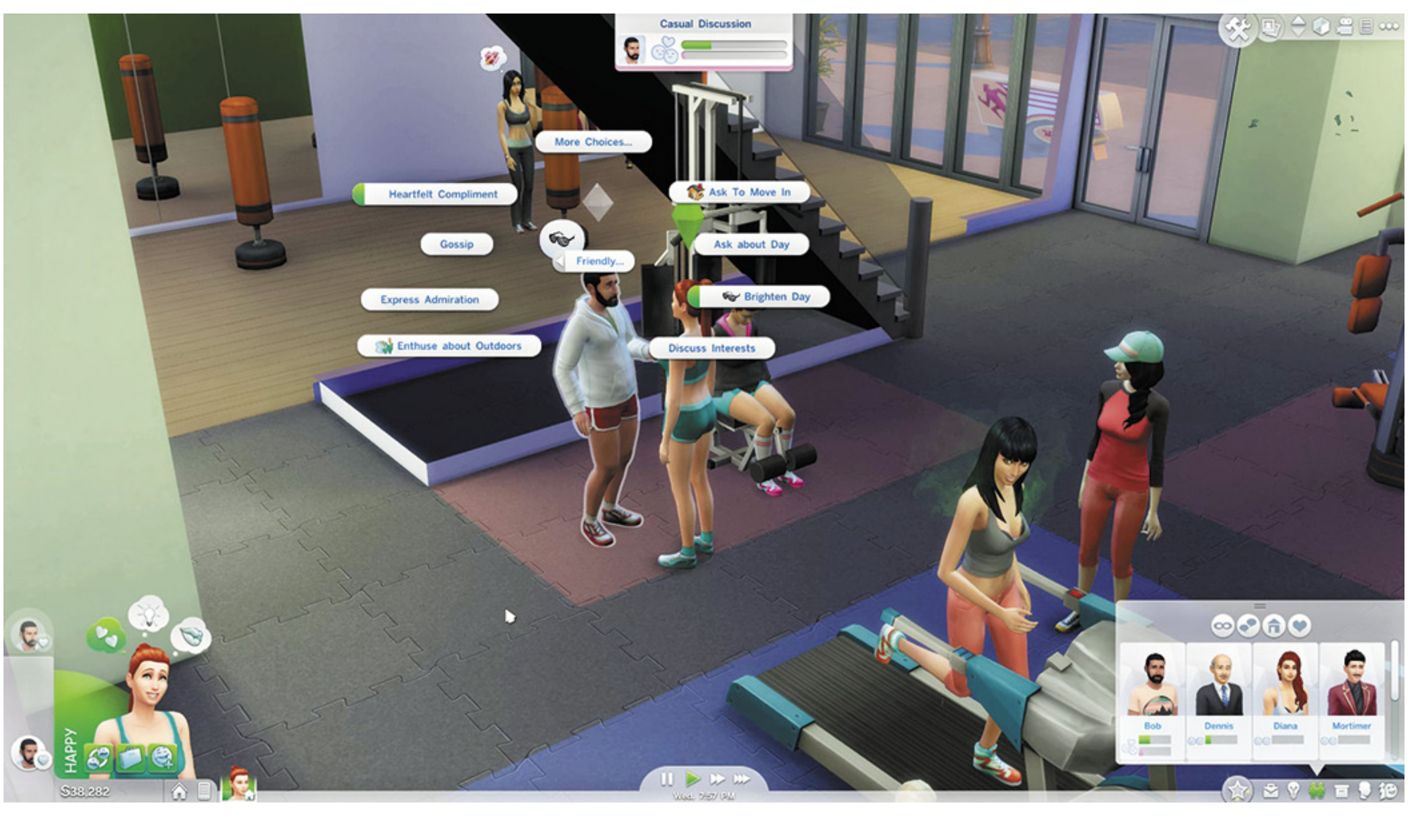
Video is restricted

In the past, Moodlets in The Sims 3 would make your Sims more or less happy, but now Moodlets are tied to one of many Emotions. In The Sims 4, you need to consider the vast array of emotions, and understand which one is most beneficial for what your Sims need. Emotions now play a much larger role in the lives of your Sims. Those players who learn to master and manipulate emotions—for their own Sims as well as non-player Sims—will be much more successful.



The color of the background behind your Sims' portraits indicates their current emotional state.

When you look down at the character portraits of your Sims, you notice that the background color can change. These colors help you know what emotion your Sims are experiencing with a quick glance. For the currently selected Sim, the name of the emotion appears just to the left of the Sim's face. The Sim's facial expression even changes with emotions.

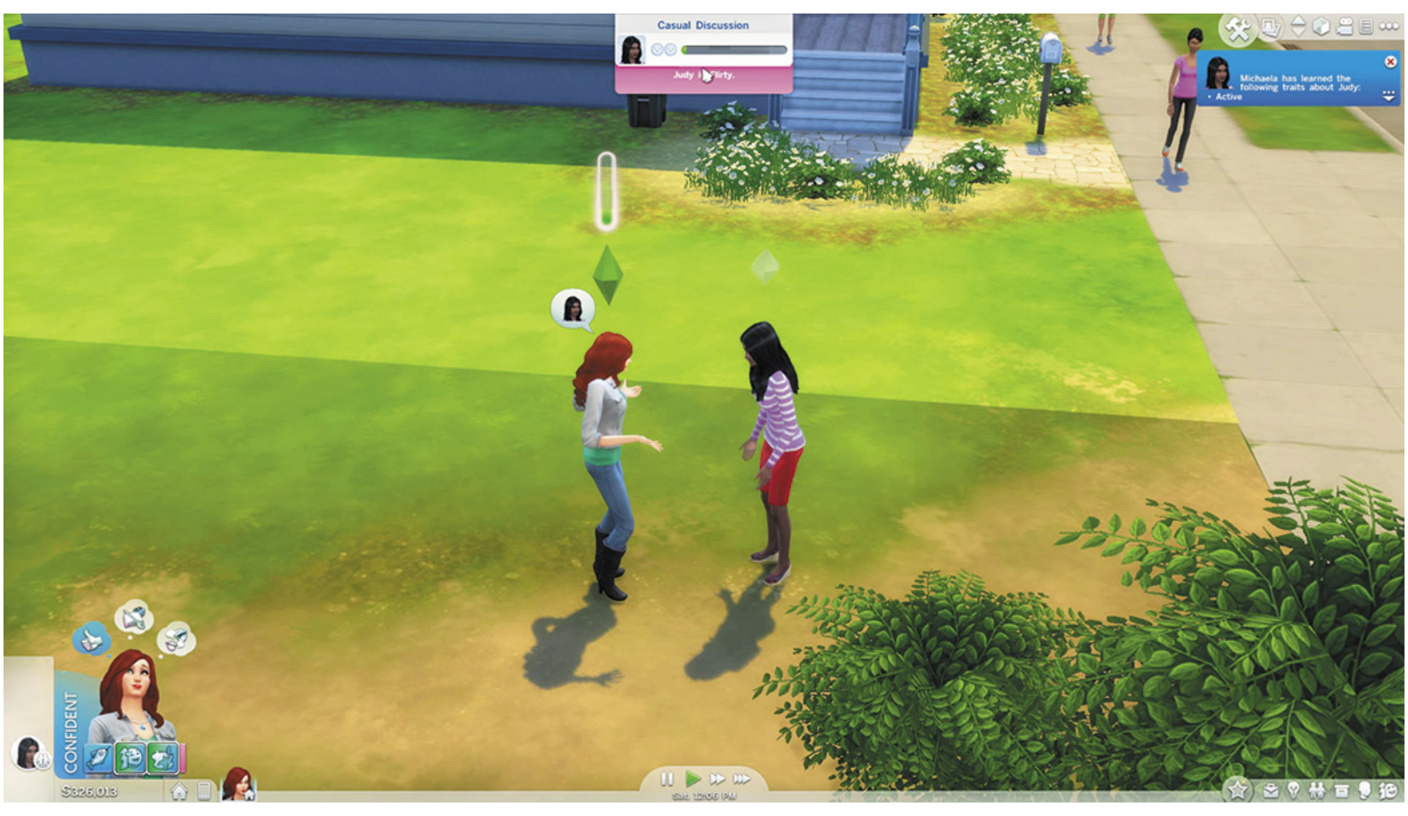


When having a conversation, the socials with a colored tab next to them are related to your Sim's emotion.

It is important to keep your Sims in positive or appropriate emotions. Emotions have far-ranging effects on the lives of your Sims and the Sims they interact with. Emotions affect the whims that appear for your Sims. In fact, the Whim that appears on the left side is always tied to your current emotion. When you want to socialize with other Sims, the available socials for your conversation depend on both your Sim's emotions and the emotions of the other parties in the conversation. For example, a few socials are available only when you are Happy. On the other hand, if you are Embarrassed, you gain access to some new socials due to this emotion. Emotions can also affect your ability to develop skills. Do you want to cook a meal, paint a painting, write a book? You do better when you are Inspired and worse when you are Tense. It is also important to be in the correct emotion when your Sims go off to work—and the desired emotion depends on the type of career.

Note

Emotions are tied into many different aspects. Not only are whims and socials associated with emotions, but also with many object interactions and other things in the game. A colored tab will always appear next to a selection or interaction to show that it is available due to your current emotion.



During a conversation, look at the conversation window at the top of the screen to see the emotion of the Sims your Sims are talking to.

Several objects can get your Sim into a desired emotion. For example, taking different types of showers can change emotions. A brisk shower Energizes, a steamy shower makes Sims Flirty, and a thoughtful shower leaves a Sim Inspired. On the other hand, if a Sim is Flirty, a cold shower will help remove the Flirty emotion. Other objects that affect emotions include television, books, art, computers, and even food or drinks.

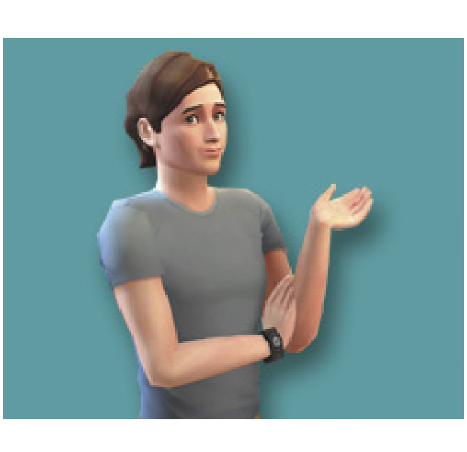
Need an emotion change? Try taking a shower.

Sims actions also have an impact on emotions. Working out can get a Sim Energized—which then opens up additional actions related to this emotion. Having a good day at work can create positive emotions. On the other hand, a bad day can lead to more negative emotions. While it was mentioned earlier that different socials are available depending on emotions, it is also important to understand that conversations can change emotions—both for your Sims and the Sims they're socializing with. Using romance socials will help make Sims Flirty while mean socials can make them Angry. Finally, a Sim's needs affect emotions. If you take good care of your Sims' needs, they will more likely be Happy or have other positive emotions. However, if their needs are neglected, they can become Uncomfortable. Now let's take a more detailed look at each of the 15 individual emotions.

Feelings, Lots of Feelings

Emotions

Fine

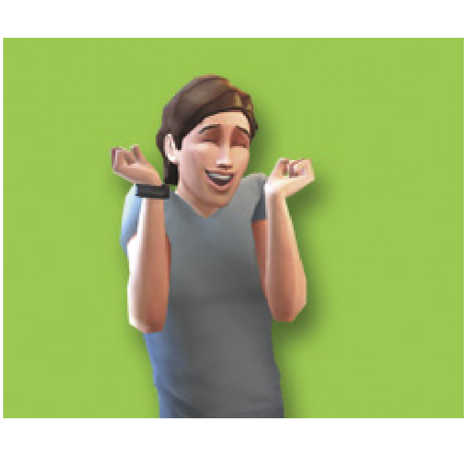


Fine is the default emotion. When you first begin a game, your Sims all start off Fine. However, they rarely stay that way for long, and won't return to this emotion very often either. While Fine seems like a good emotion, it is actually neutral. It provides no positive benefits nor does it affect your Sims negatively. As soon as your Sims start getting moodlets from living their lives, Fine usually changes to another emotion.

Note

Fine is the emotion Sims experience when they have no moodlets or the effects of positive and negative moodlets cancel each other out.

Happy



Of all the emotions, Happy is the one your Sims will find themselves in most frequently. One way to get this emotion is by being in a good environment. Some objects that you can place in your home, or that can be found in various venues your Sims visit, contribute to the Happy emotion. Eating or drinking high quality food and beverages can also help make your Sims Happy. If you want to make other Sims Happy during a conversation, use friendly socials. Finally, Sims with the Cheerful trait are more likely to be Happy because this trait is related to the Happy emotion.

There are several benefits to being Happy. Sims in this emotion have a small benefit to developing skills. They can develop them faster than Sims in a Fine or negative emotion. This benefit applies to all skills across the board. Happy Sims also get a small bonus when they go to work, helping them to get promoted a bit faster. Finally, this emotion provides a few socials in the friendly category, which Sims can use while talking to other Sims. These socials help make other Sims Happy. The Happy emotion is one of the longest lasting emotions, so once you get into it, it is easy to maintain.

Tip

Happy is a good emotion for your Sims. It has positive benefits that, while small, are applied across all careers and skills. When your Sims are Fine or in a negative emotion, try to get them back to Happy as quickly as possible.

Note

Happy boosts other positive emotions. Therefore, you may have several Happy moodlets, but your emotion is Confident or Flirty. This is because Happy boosts these other emotions, and makes them last longer, rather than overtaking them.

Confident

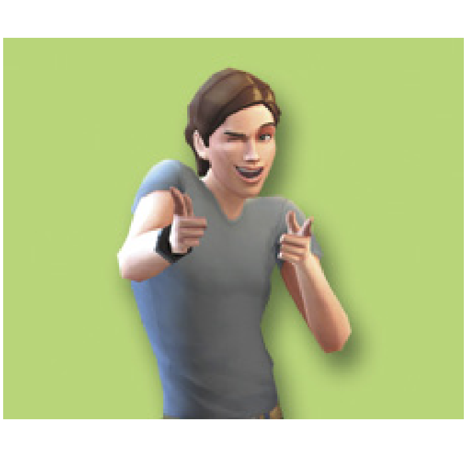
Confident is a great emotion for helping Sims succeed in life. Sims become Confident when they develop or use their skills successfully. They can also gain this emotion from having successful conversations and social interactions with other Sims or having a good day at work. Getting promoted is a good way to get Confident. Also, Sims with the Self-Assured trait have an easier time becoming Confident.

The Confident emotion offers several good benefits to Sims. First, they have a better time socializing with other Sims and can build friendships more easily. This emotion provides a small bonus when developing all types of skills; however, it has a bigger benefit when working on the Charisma skill. Finally, Sims get a boost while at work for all careers. Like Happy, Confident has a longer duration than most of the other emotions.

Tip

While Happy is good, Confident is better. It is a bit tougher to get your Sims Confident than some of the other emotions. Try to get in this emotion when you want to socialize, because its benefits apply to all social interactions rather than just friendly or romantic ones. This gives your Sim a bit more flexibility on where to take the conversation while still maintaining the benefit.

Playful



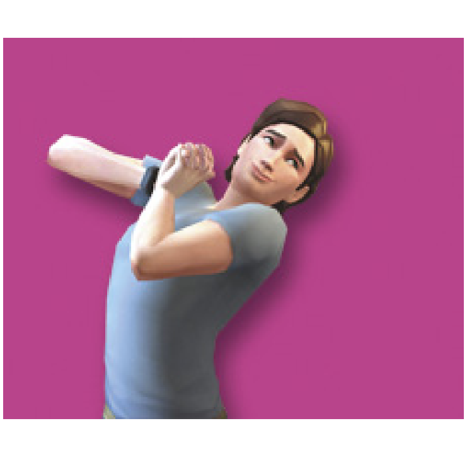
Sims who are Playful are silly or goofy. Therefore, it is no surprise that Sims with the Goofball trait have an easier time becoming Playful. How do you get a Sim into this emotion? While in a conversation, use the funny socials. This not only makes your Sim Playful, but can help other Sims get into this emotion as well. In addition, read comedy books or watch comedy television shows to get your Sim into a Playful emotion.

Why would you want your Sims to be Playful? This emotion has a short duration. However, it offers a good benefit for building up the Comedy skill. You also gain access to additional social interactions in the funny category when socializing with other Sims.

Tip

Some social events require you to get all of the Sims attending into a Playful emotion. Use funny socials with them to help achieve this. In fact, many Sims will be Playful while interacting with other Sims. For those Sims pursuing a career in the Comedy branch of Entertainer, or just working on their Comedy skill, get into a Playful state by watching a comedy television show, then get onto the computer and start writing jokes or routines.

Flirty



Flirty Sims are feeling romantic while in this emotion. Sims with the Romantic trait have an easier time becoming Flirty. However, all Sims can get to this emotion by watching romantic television shows, reading romantic books, or viewing romantic art. Listening to romantic music on the stereo can even make a Sim Flirty—which explains why your Sims may get Flirty while working out at the gym. The music playing on the stereo is affecting them. Using romance social interactions can make all Sims within the conversation Flirty. Need to get Flirty quickly? Take a steamy shower.

While Flirty, you have access to additional social interactions in the romance category. These are very useful in helping get the Sims you're socializing with into a Flirty emotion. It's easier to build a romantic relationship when Sims feel Flirty. Flirty does not last long by itself, so if you want to maintain this emotion, you have to keep doing things that promote it.

Tip

When two Sims are Flirty, it is easier to have successful kisses and Sims are more likely to accept an invitation to WooHoo. Plus WooHoo will be more satisfying for Flirty Sims. This emotion also helps in asking a Sim to be a boyfriend or girlfriend and is important when proposing to another Sim. Just remember, when you want some romance, the Flirty emotion is there to help.

Focused

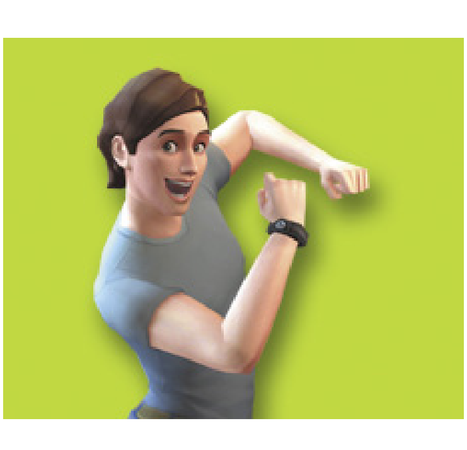
Focused is an emotion related to mental aspects of Sims' lives. Sims become Focused when they read books or use the computer for a variety of tasks. Sims with the Genius trait have an easier time becoming Focused. Most Sims are not Focused very often. However, once they get into this emotion, it can last a while, so use it to your benefit.

While Focused, Sims can develop four different skills much quicker and complete related tasks better. These skills are Handiness, Logic, Programming, and Video Gaming. Focused Sims also do better at work when they are in mentally related careers such as Astronaut and Tech Guru.

Tip

Before going to work as an Astronaut or Tech Guru, get on the computer and start programming or read a book to help get your Sim Focused. You will be more likely to get a promotion and have a productive day at work. This is also a good emotion to get into if you want to win a game of chess.

Energized



The Energized emotion is most directly related to physical activity. Sims with the Active trait have an easier time achieving Energized than other Sims. A good way to get a Sim Energized is to do something physical. Go for a jog, work out, and so forth. Once in that emotion, your Sims have access to different actions, such as exercise actions including sit ups and push ups. You can also get your Sims Energized by listening to the electronica or rock music on the stereo, drinking coffee, or watching an action show on television.

If your Sim is employed in a physical career such as Secret Agent or Criminal, get Energized before going to work because that emotion increases your chances of promotion and success at work. Energized also benefits Sims working on the Fitness skill.

Tip

Before going to the gym, try to get your Sim Energized. Put on some music, have a cup of coffee, and then get ready to work out. You'll gain Fitness faster and have more workout options.

Inspired

Inspired Sims are ready to do imaginative and creative tasks. Those with the Creative trait have an easier time getting Inspired. Listening to jazz or classical music can lead to this emotion as can reading books or viewing art.

The Inspired emotion is very useful. It helps Sims develop skills such as Cooking, Gourmet Cooking, Painting, Mixology, Writing, and those related to musical instruments. In addition, Sims who go to work at creative careers while Inspired are more productive and more likely to be promoted. Such careers include Writer, Entertainer, and Culinary. In addition, while Inspired, Sims are more likely to create better quality food, drinks, and works of art.

Tip

Several of the requirements for advancing through the creative Aspirations require Sims to do an activity while Inspired. Therefore, before attempting those activities, be sure to get your Sim good and Inspired.

Angry

Angry Sims are mad at the world. You can usually tell just by looking at them. Their walk and demeanor reflects their anger. Sims become Angry primarily due to socialization. You can make a Sim Angry by using mean socials. In addition, Sims with the Hot-Headed trait are more prone to the Angry emotion.

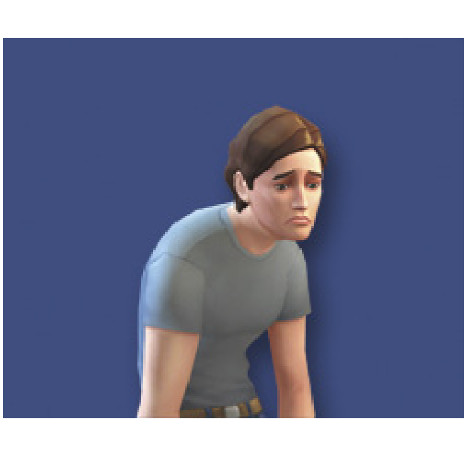
This emotion is usually considered a negative emotion because it has several detriments. While Angry, Sims can not use friendly socials during a conversation. In addition, it has a negative effect on both developing skills and performance at a career. In fact, try not to let a Sim go to work while Angry. Your Sim could get fired!

On the positive side of this negative emotion, while Angry, Sims have access to more mean socials during conversations. This emotion also helps Sims develop the Mischief skill.

Tip

Negative emotions are not always a bad thing. In fact, depending on the personality of your Sim, Angry can actually be beneficial. If you have the Public Enemy Aspiration, you want your Sim to be Angry as much as possible to complete the objectives. Angry Sims also have unique actions available to them, such as creating Angry art or doing an Angry workout. Plus, it is always fun to play as a Sim who is always Angry and in a bad mood—or even an entire household of Angry Sims.

Sad



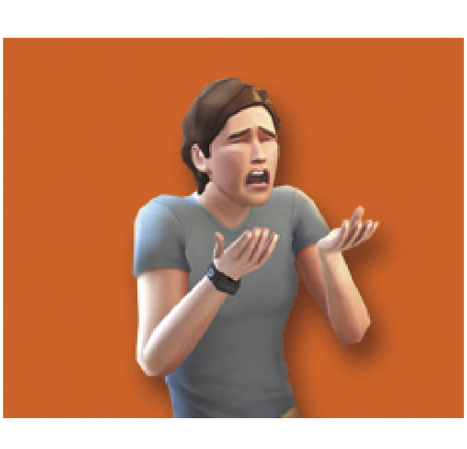
Sad Sims feel down in the dumps and can have a tough time getting out of this emotion quickly. Sims with the Gloomy trait tend to fall into this emotion more easily than other Sims. Sim to become Sad if they feel socially rejected or experience mean or mischievous socials. And some events that occur during life are likely to make a Sim Sad. These include breaking up with a boyfriend or girlfriend, getting a divorce, or losing a job. Some of these events can cause this emotion for a while. Another way to get a Sad emotion is to keep your Sims from interacting with other Sims. As their Social need drops, they will get some Sad moodlets.

Sad Sims cannot use friendly socials, and this emotion has a negative affect on both skill development and careers. Avoid sending a Sim to work while Sad if you can help it. On the other side of the coin, being Sad can benefit some creative actions such as Painting or Writing. You can do some of these types of actions while Sad that you cannot do any other time. Socializing with a Sad Sim opens up new socials for your Sims to try to cheer them up.

Tip

If you are planning on doing an action that will cause your Sims to become Sad, try to schedule it so that you can minimize the negative affects. For example, if you want to break up with or divorce another Sim, do it when you have a day or two off so you have time to come out of your Sad funk before heading to work. Going to work Sad can actually set back your career and make it take longer to get a promotion.

Uncomfortable



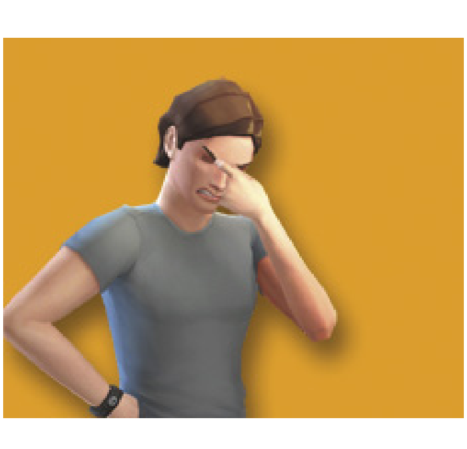
Sims whose needs are not being met get the Uncomfortable emotion. The main causes of this emotion are a drop in Hunger, Energy, and Hygiene needs. When your Sims are not eating meals regularly, do not get enough sleep, or are not taking showers, they become Uncomfortable. These situations can also have other detrimental effects.

When your Sims are Uncomfortable, they have difficulty developing skills. It takes them longer to level up. It also hurts their productivity at work, which can set back their chance of a promotion. However, this is one of the easiest negative emotions to solve. Just meet the Sims' needs and they will almost instantly stop being Uncomfortable.

Tip

There is no real reason to have your Sims become Uncomfortable. However, if you are going for some objectives or Achievements such as the All Nighter, you might have to let your Sims reach this emotion as you stay awake for 24 hours.

Tense



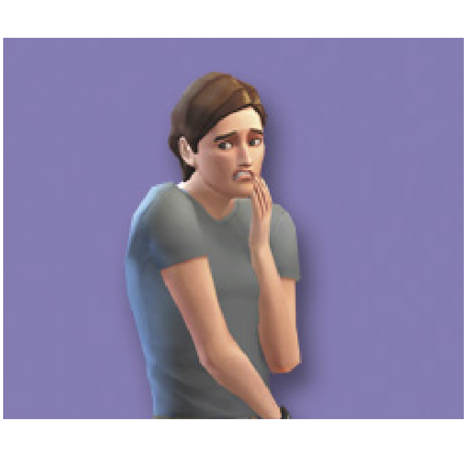
Tense is a negative emotion that usually results from working hard at your career. To help avoid this, make sure your Sims have their needs met before they go to work—especially that they have high values for their Energy, Fun, and Social needs. Otherwise, the demands of the job can send Sims home Tense.

When Sims are Tense, they can't develop skills as effectively. In addition, being Tense can reduce Sims' chances for promotions at work and affect their careers. If your Sim starts getting Tense while at work, reduce the amount of work they are doing. Have them socialize or take it easy at work to help meet related needs or you will have to deal with a Tense Sim after work.

Note

Sims can also become Tense if they are living their life in the opposite direction of their traits. For example, Outgoing Sims will become Tense if they do not socialize. Sims who Love the Outdoors can get Tense if they stay inside all of the time.

Embarrassed



When Sims are Embarrassed, they do not want to interact with anyone. In fact, they would rather go home and hide under the covers. This emotion can be caused during conversations when their socials are rejected by other Sims. For example, if your Sim goes for a kiss and the other Sim refuses, your Sim can become Embarrassed. When bad things happen to Sims during life, the Embarrassed emotion can result.

The main effects of being Embarrassed are the socials available during a conversation. Some socials are not allowed when Embarrassed, while others—such as apologize—become available. Luckily this emotion does not last that long.

Tip

Don't worry if your Sims become Embarrassed. This is a natural occurrence because not all of your social interactions will be well received. The key is to not give up and keep going. By apologizing or using some of the Embarrassed socials, you can get out of this emotion and back to Happy or other emotions.

Bored

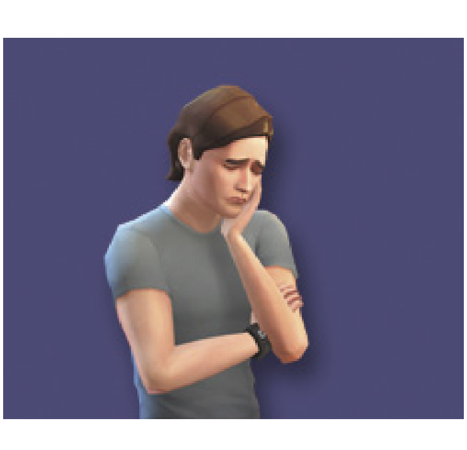
At times, Sims will become Bored. This is usually because their Fun need is low. Bored Sims take longer to level up skills and will not advance toward career promotion. Therefore, try to avoid letting your Sims become Bored.

If your Sims do find themselves Bored, don't worry. Several fun activities will wipe away boredom. Play video games, watch television, read a book, or even play chess. All of these things will provide some Fun need for Sims.

Tip

It may be tempting to focus on the main needs such as Hunger, Bladder, Energy, and Hygiene. But neglecting Fun can be detrimental to your Sims. Fight boredom and let your Sims have Fun. They can even develop several skills in the process, such as Video Games and Logic.

Dazed

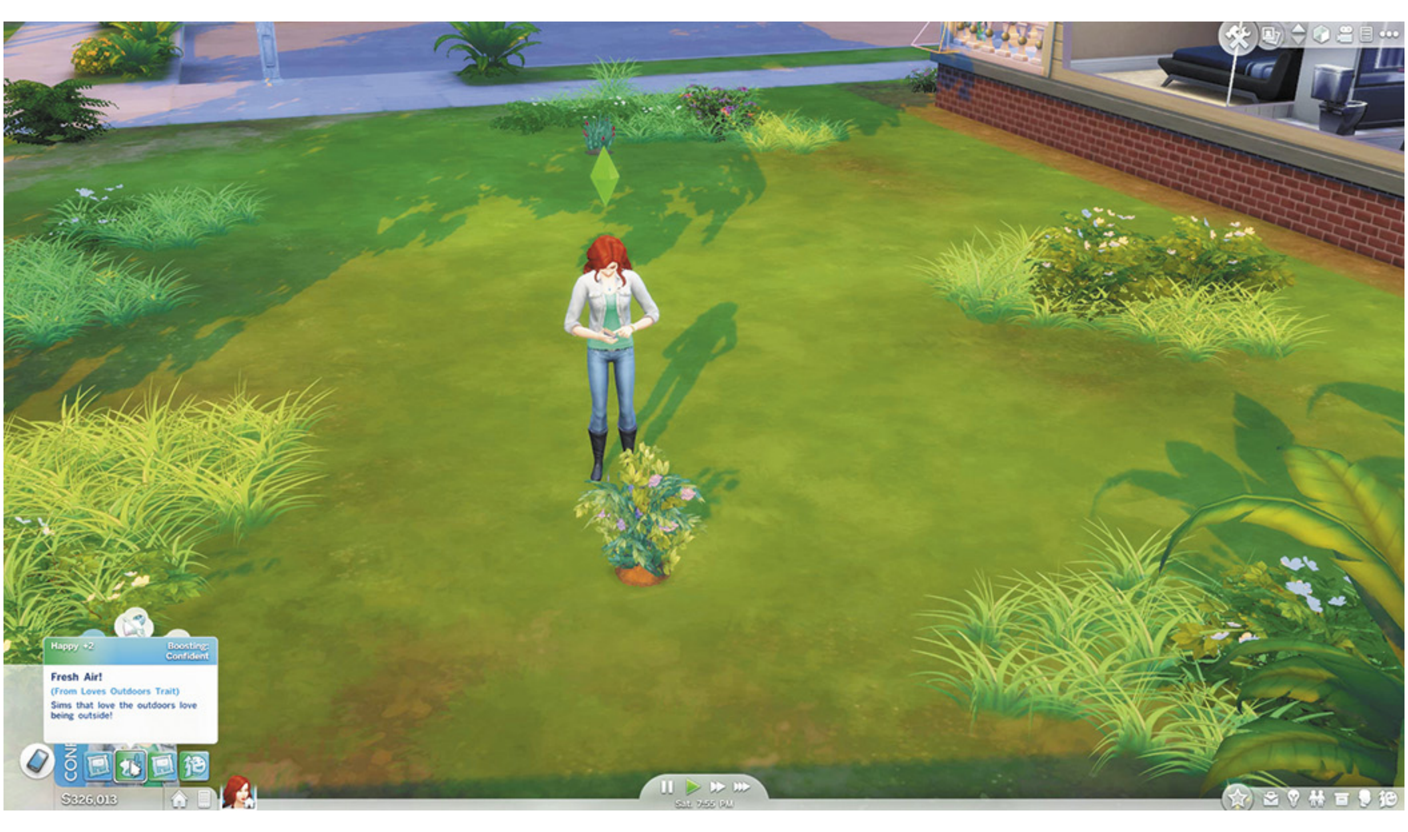


Dazed is an interesting emotion. It is one of the least experienced and some Sims may never be Dazed. There are a few ways to become Dazed. If a Sim drinks too many beverages from a bar, he or she may become Dazed. Drinking too much coffee has the same effect. If a Sim gets shocked by electricity while trying to repair or upgrade an object, the result could be the Dazed emotion. Finally, crash landing in a rocketship can daze Sims.

Dazed Sims suffer a negative influence to developing skills and do not perform as well at work. Therefore, if you are trying to get Energized with a cup of coffee, be careful you don't drink too much and get Dazed instead. On the positive side, some social interactions are unlocked when Sims are Dazed. Who knows what will come out of their mouths?

Feelings, Lots of Feelings

Moodlets



Happy +2 Boosting: Confident

Fresh Air!

(From Loves Outdoors Trait)

Sims that love the outdoors love being outside!

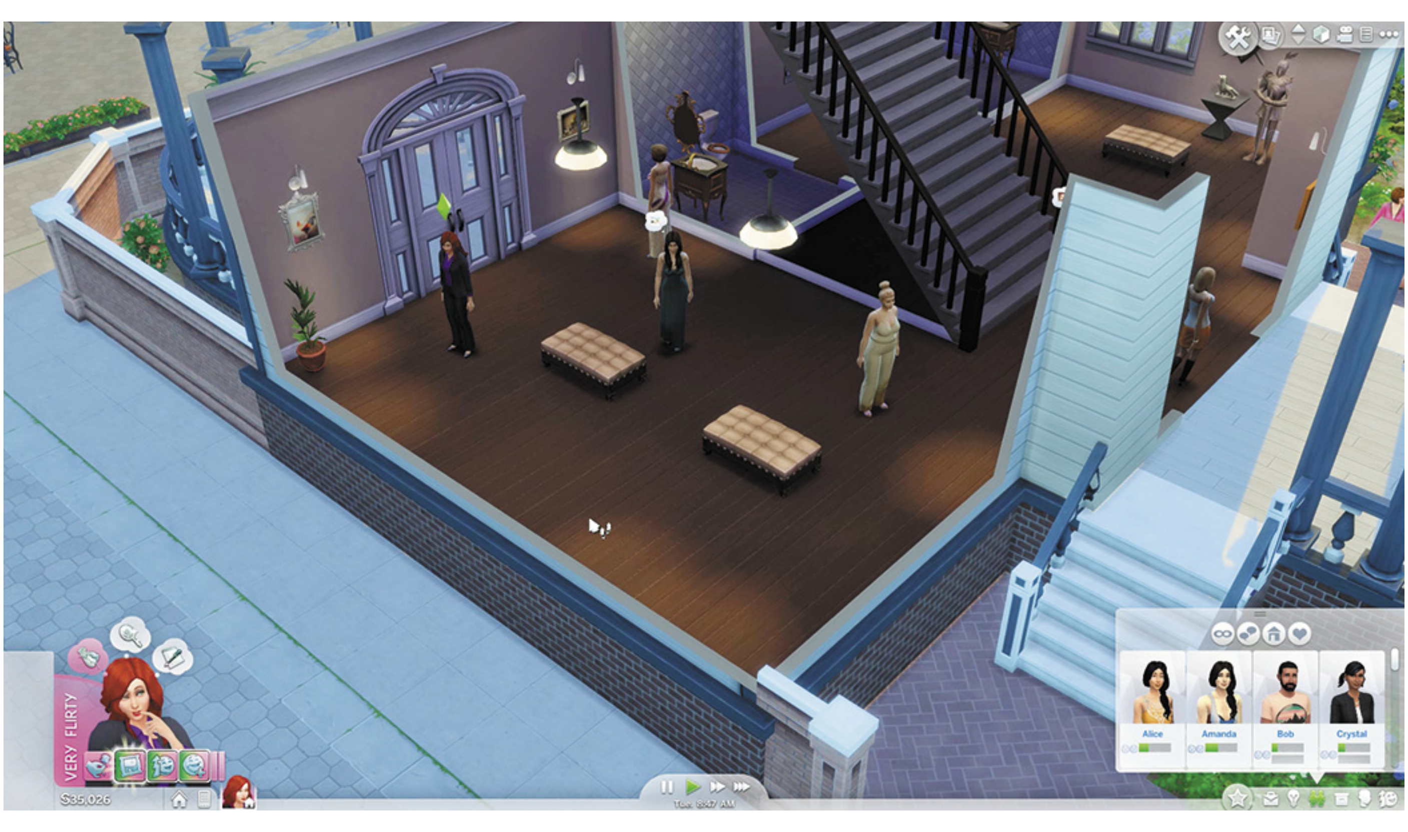
All those moodlets add up to an emotion.

To understand emotions, and what causes them, you first must understand moodlets. Moodlets are small effects that result from a variety of influences during a Sim's life. They are usually short lived—only lasting a few hours or until a condition changes. There are more than a thousand moodlets in *The Sims 4*. Each is related to an emotion. Let's take a look at what causes moodlets.

Tip

The best way to learn about moodlets and their effects is to move the cursor over the moodlet icons below your currently selected Sim's portrait. As you position the cursor over each moodlet, a tooltip provides a description, the effect it is causing, and the duration of the effect.

Environment



In addition to having a nicely decorated home, visit museums or other venues that can provide positive environmental moodlets.

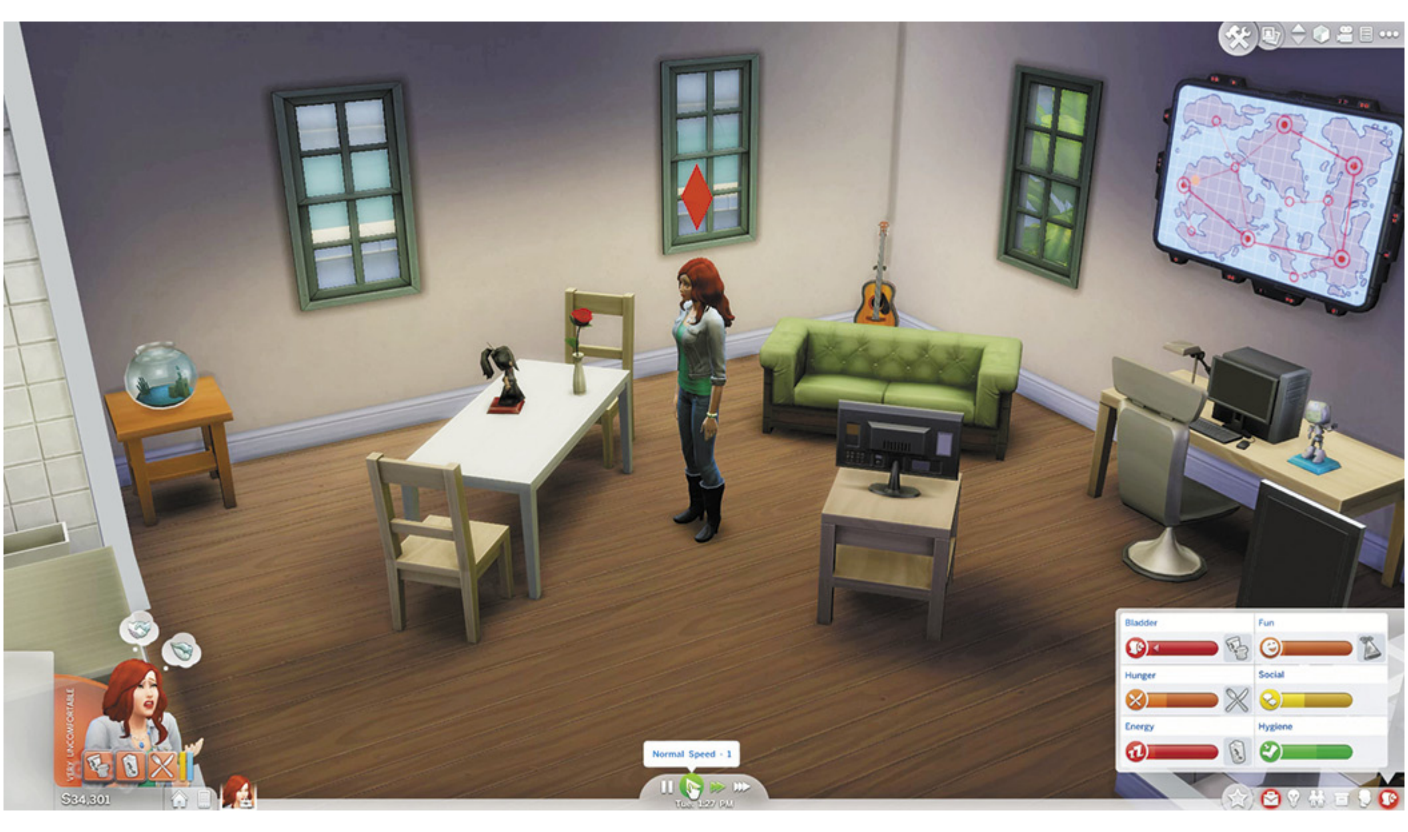
A Sim's surroundings can affect emotions—both for good or bad. Many objects have an environment value such as paintings and decorations. Living in a home, or visiting a venue with these objects, can help put Sims into a good emotion by receiving positive moodlets. Traits can also play a role in this. Neat Sims get a positive moodlet when in a clean environment and a negative moodlet when their surroundings are messy. Slobs are just the opposite. Going outdoors or indoors can also affect some Sims based on their traits.

Some objects actually have an emotional aura that you can enable or disable. For example, if you catch a fish and then choose to mount it and hang it on the wall, you can provide a aura of confidence. This provides a Confident moodlet. Other objects exude a playful aura and so forth. By having several of these types of objects in your home, you can enable and disable them to help create the desired moodlets—and related emotions—for your Sims. Go to I Need More Stuff for more information about objects with auras.

Tip

A home should always be a positive experience for the Sims who live there. Spend some Simoleons on decorations and objects that provide an environment bonus. Maintaining those moodlets that lead to positive emotions can help balance out negative moodlets that occur during life.

Needs



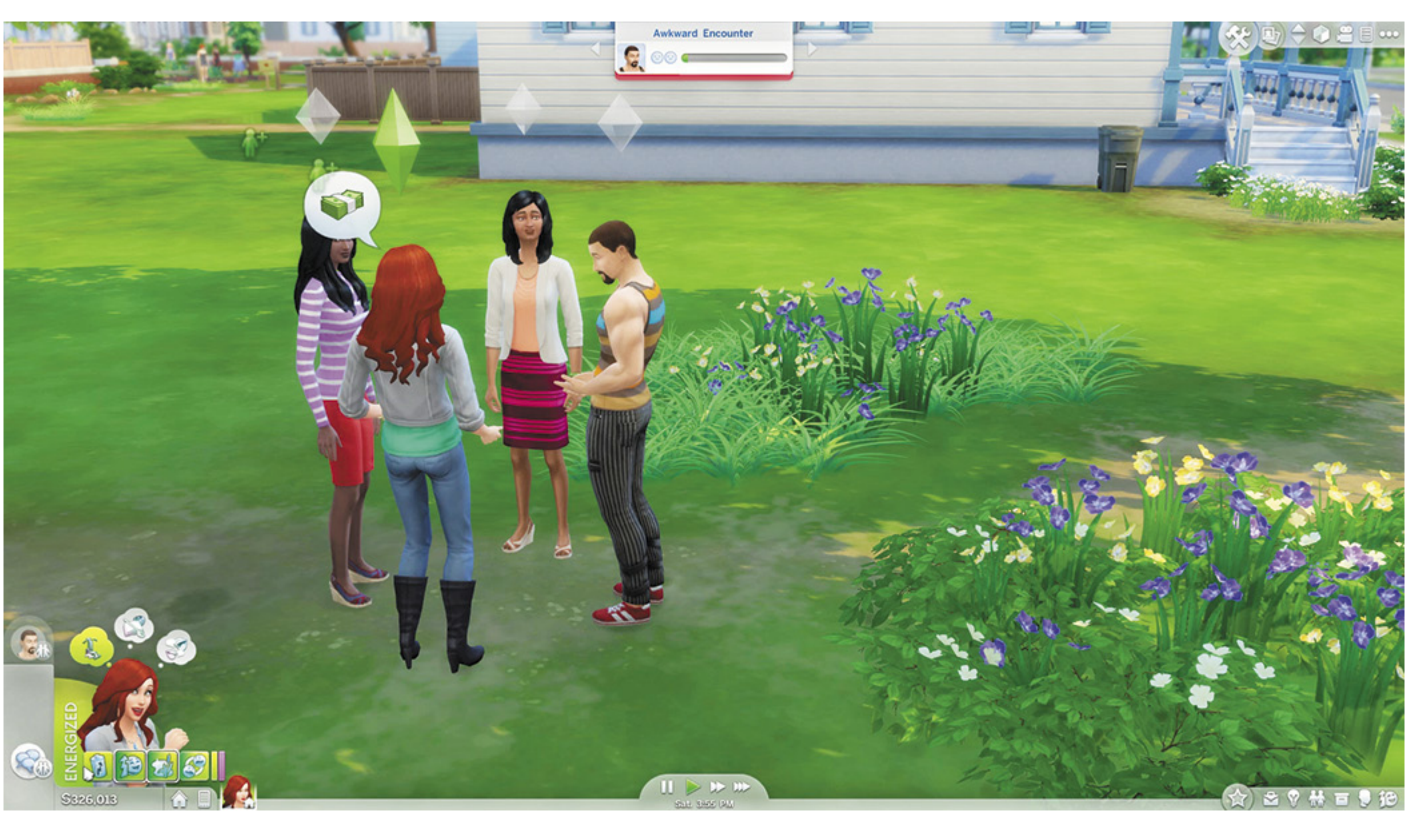
This Sim is very Uncomfortable due to all of her neglected needs.

Keeping all of your Sims' needs in the green is an easy way to receive some positive moodlets. While these types of moodlets are usually Happy, they tend to bolster whatever positive emotion the Sim is already in. On the other hand, by neglecting your Sims' needs such as Hunger, Hygiene, Bladder, and Energy, they receive Uncomfortable moodlets that can build up and overpower positive moodlets. Failure to maintain your Sims' Fun need can result in Tense moodlets, while low Social need causes Sad moodlets. Luckily, these types of moodlets are short lived and quickly disappear once you take care of those needs.

Tip

One negative moodlet based on a need may not have a big effect on a Sim's overall emotion. However, if you let two or more needs go into the orange or red, then you can have a situation on your hands. To quickly solve this problem, just open the Needs window and click on the need that requires attention. This automatically assigns an action to the Sim that will correct that need.

Socializing



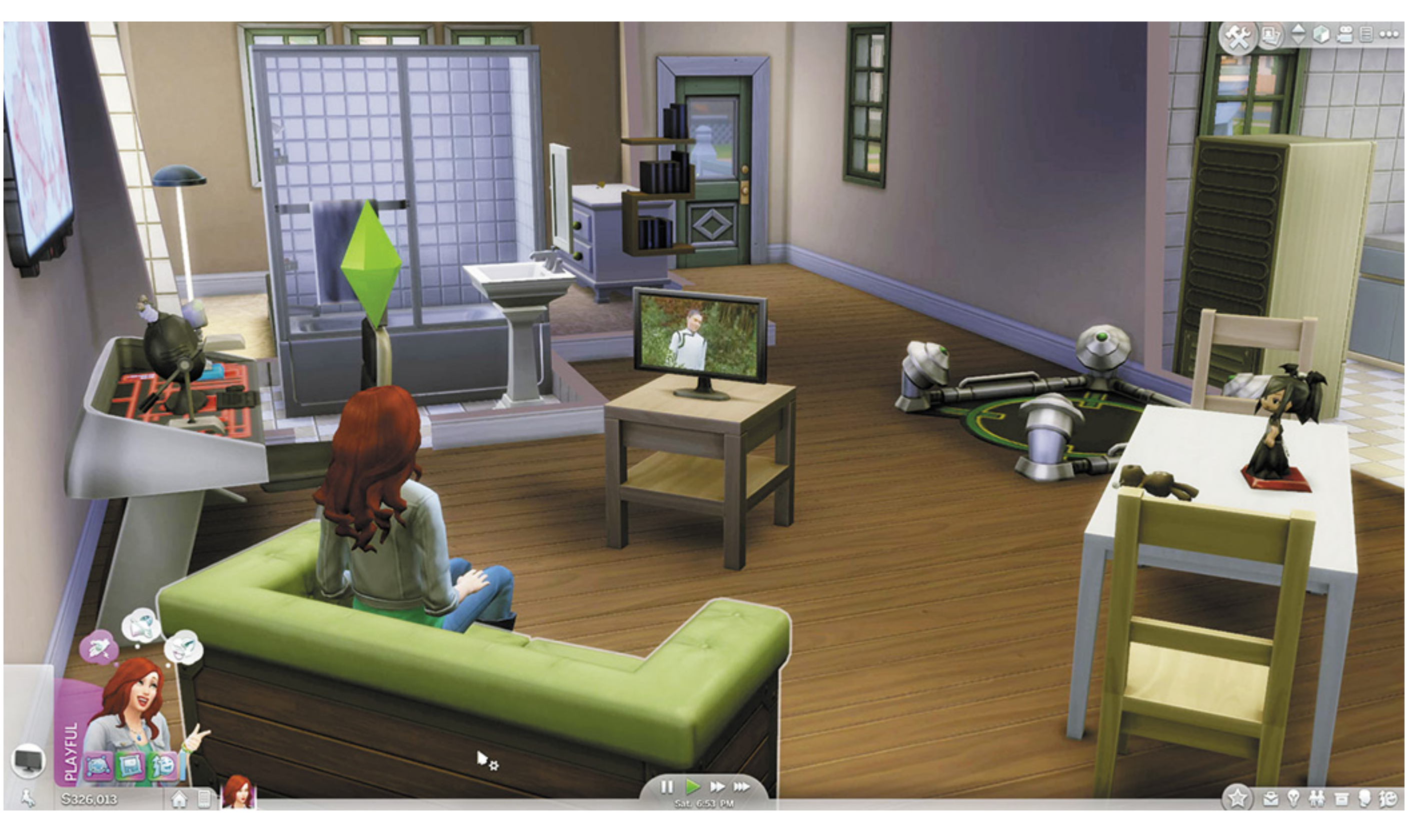
Socializing with other Sims provides a variety of different moodlets.

It is amazing how many moodlets your Sims can receive by socializing with other Sims. In fact, it is interesting to watch them appear and see how quickly they can change your Sims' emotions. Most social moodlets are caused by the types of social interactions that you or other Sims choose. Friendly socials usually lean toward Happy moodlets. Romance socials lead to Flirty moodlets. Funny socials can create Playful moodlets while mischief and mean socials can cause negative moodlets. Because these moodlets affect both your Sims and those other Sims in the conversation, you can use this knowledge to help influence the emotions of other Sims.

Tip

Remember that moodlets add up to create an overall emotion. Therefore, even if your socials aren't going as well as you hoped, if you chose an environment with positive moodlets, it can help balance out the negatives from socializing.

Actions and Activities



Just watching television can provide moodlets to help you create an emotion.

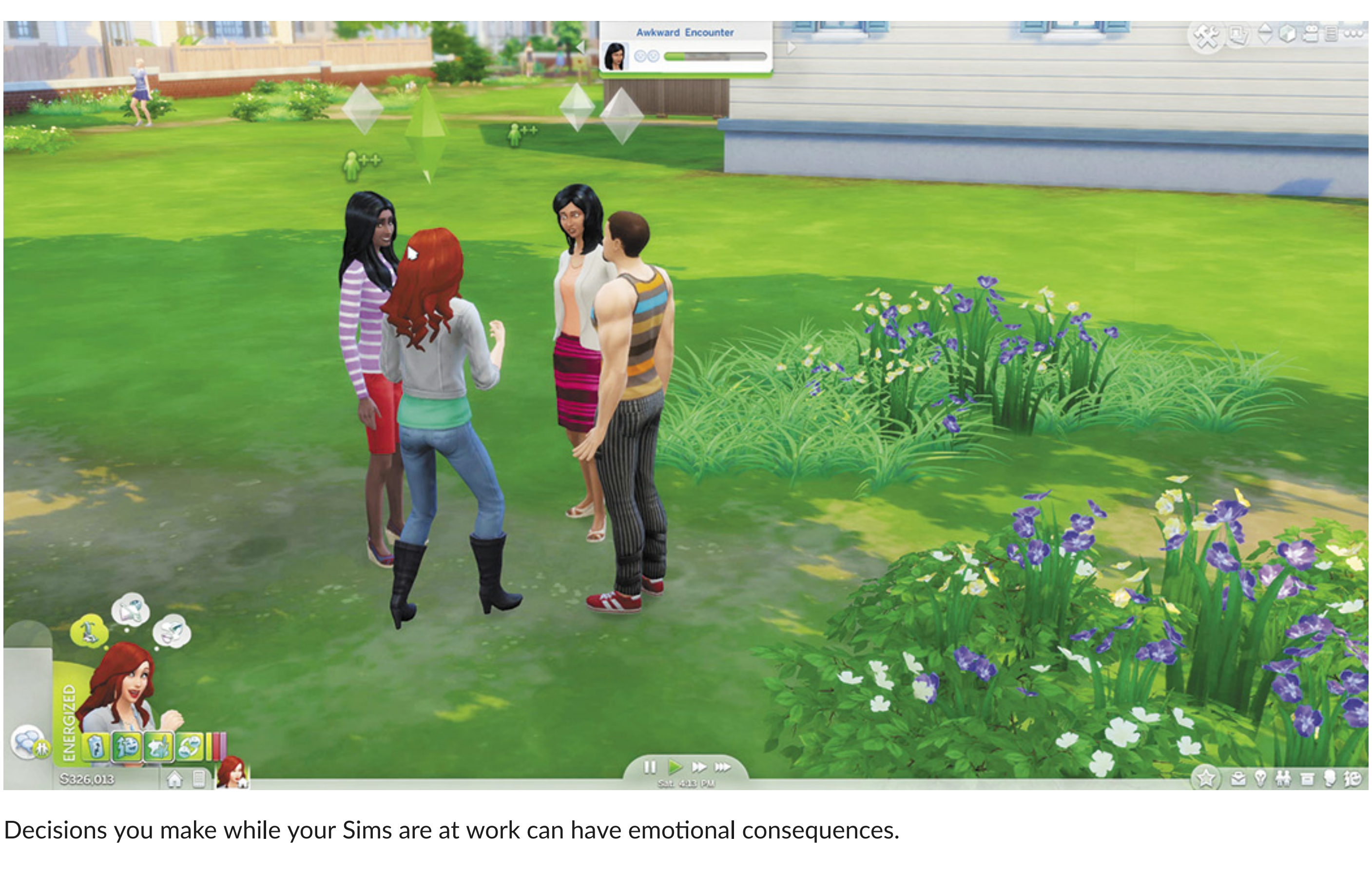
Many of the activities your Sims do can cause moodlets. Catching a big fish can give your Sims a Confident moodlet. Taking showers, working out, watching television, or listening to music can provide different moodlets. Leveling up a skill or getting a career promotion can also provide positive moodlets. Many of these types of moodlets are related to a Sim's traits. Doing actions that go along with the traits provide positive moodlets while actions that are contrary to a trait can result in negative moodlets. A Slob does not like to clean up. However, a Neat Sim finds great pleasure in cleaning.

Food and drinks can cause moodlets as well. A well prepared meal creates a positive experience and good moodlets. On the other hand, Sims new to the Cooking skill and using a basic stove might prepare meals that actually cause negative moodlets even though meeting the Hunger need.

Tip

An object's quality can have a big influence on moodlets. That is why it is a good idea to upgrade some objects. An uncomfortable bed can result in a negative moodlet in the morning while a cheap shower can give your Sims an Uncomfortable moodlet. Refrigerators, stoves, and microwaves can all cause negative moodlets if they're poor quality. Upgrade them when you can afford it.

Situations



Decisions you make while your Sims are at work can have emotional consequences.

Some moodlets don't fit into the other categories. Some Sims can be affected by just being near other Sims doing things. If a Sim is next to someone playing an instrument badly, it can make a negative moodlet. Sims who have the Vicarious trait (from completing the Successful Lineage Aspiration) actually receive positive moodlets such as Focused or Inspired when their children level up in a skill.

When Sims are at work or somewhere off the screen—such as flying through space in a rocketship—you have to make some decisions. These can result in various outcomes that provide different moodlets for your Sims. Some of these are positive and others are negative. For more information about work-related decisions, go to Get a Job.

Note

Moodlets are a good way to learn about how your Sims are affected by life in general. Don't think of negative moodlets as a failure or mistake, but as a learning opportunity. Each moodlet provides a quick description to help you understand the cause of the moodlet. Learn to do those things that promote positive moodlets while avoiding those that cause negative moodlets.

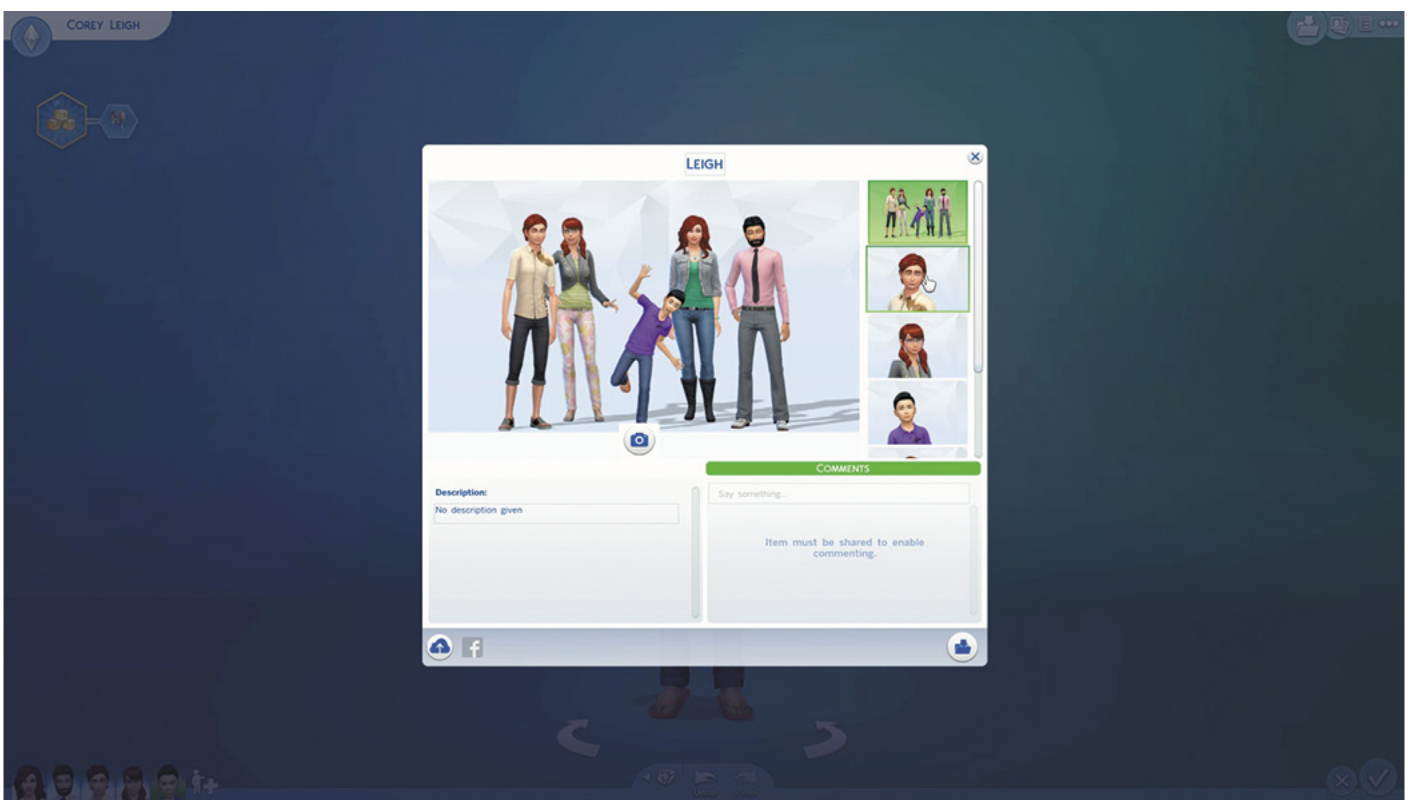
I'm Home

Introduction

While creating Sims can be a lot of fun in itself, there are still a few steps before you begin playing with them. First you must create a household. Then you need to find your Sims a place to live. Finally, you can set up your house the way you like it, so you are all ready to begin living your Sim's life. This is an important step, because it will affect the lives of your Sims. By planning out your living situation, you can make the first several weeks of your game a little easier and give your Sims a good boost toward their Aspirations.

I'm Home

Households

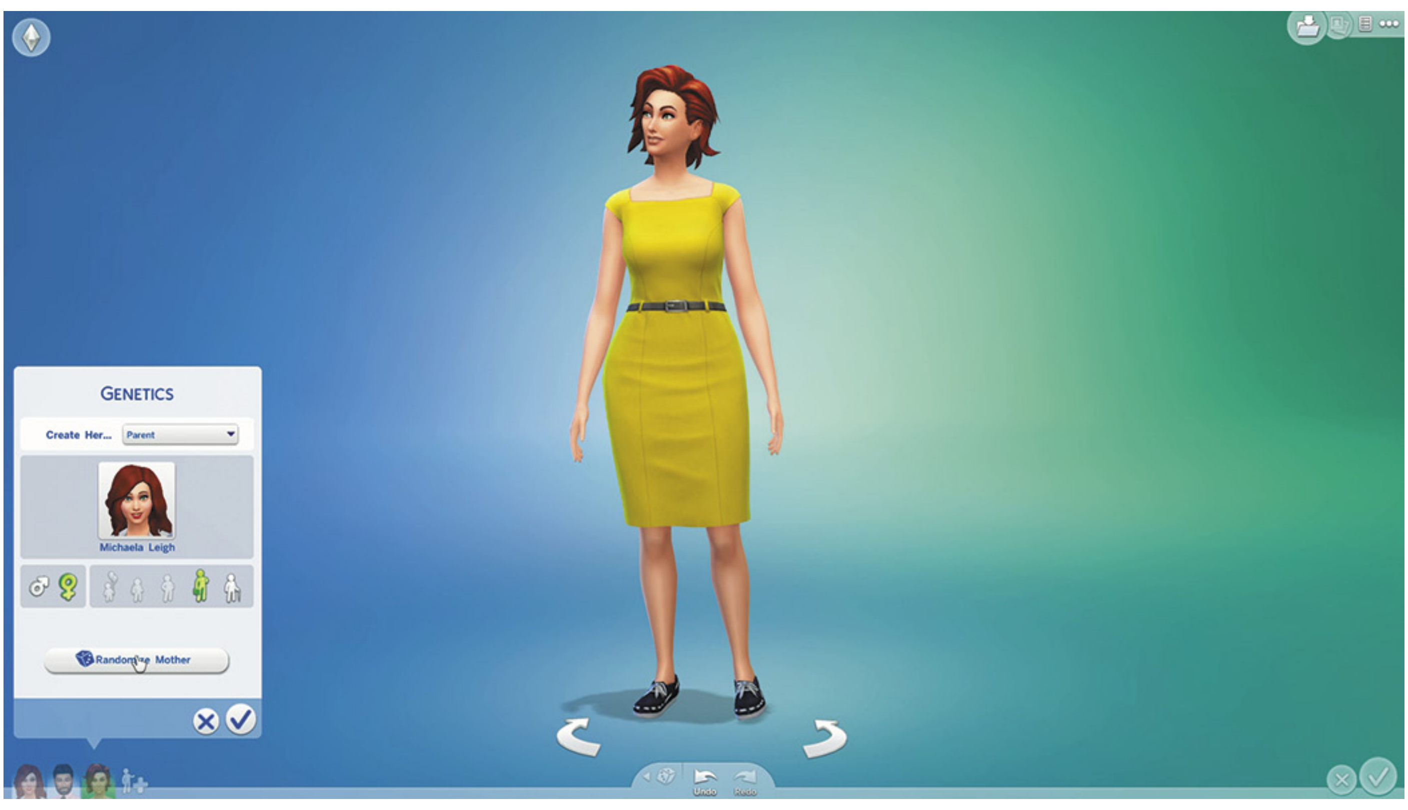


Create a household before you leave the Create a Sim screen.

The term for a group of Sims living in a single home is a household. A household can consist of a single Sim, or two or more Sims who are roommates, siblings, or a complete family with adults and children. A household is limited to eight Sims, but you can have any combinations of ages and genders that you want (as long as you include at least one Sim that is Young Adult or older). While the last chapter focused on the intricacies of Create a Sim, this section touches on the creation of a household of Sims.

Tip

If you are just starting out playing *The Sims*, you may find it easier to play as a single Sim. However, you can always add to your household during the game by inviting other Sims to move into your household, by getting married, or by having a baby. You can also add Sims into your family from the gallery! If you're experienced at *The Sims*, try creating a more challenging household.

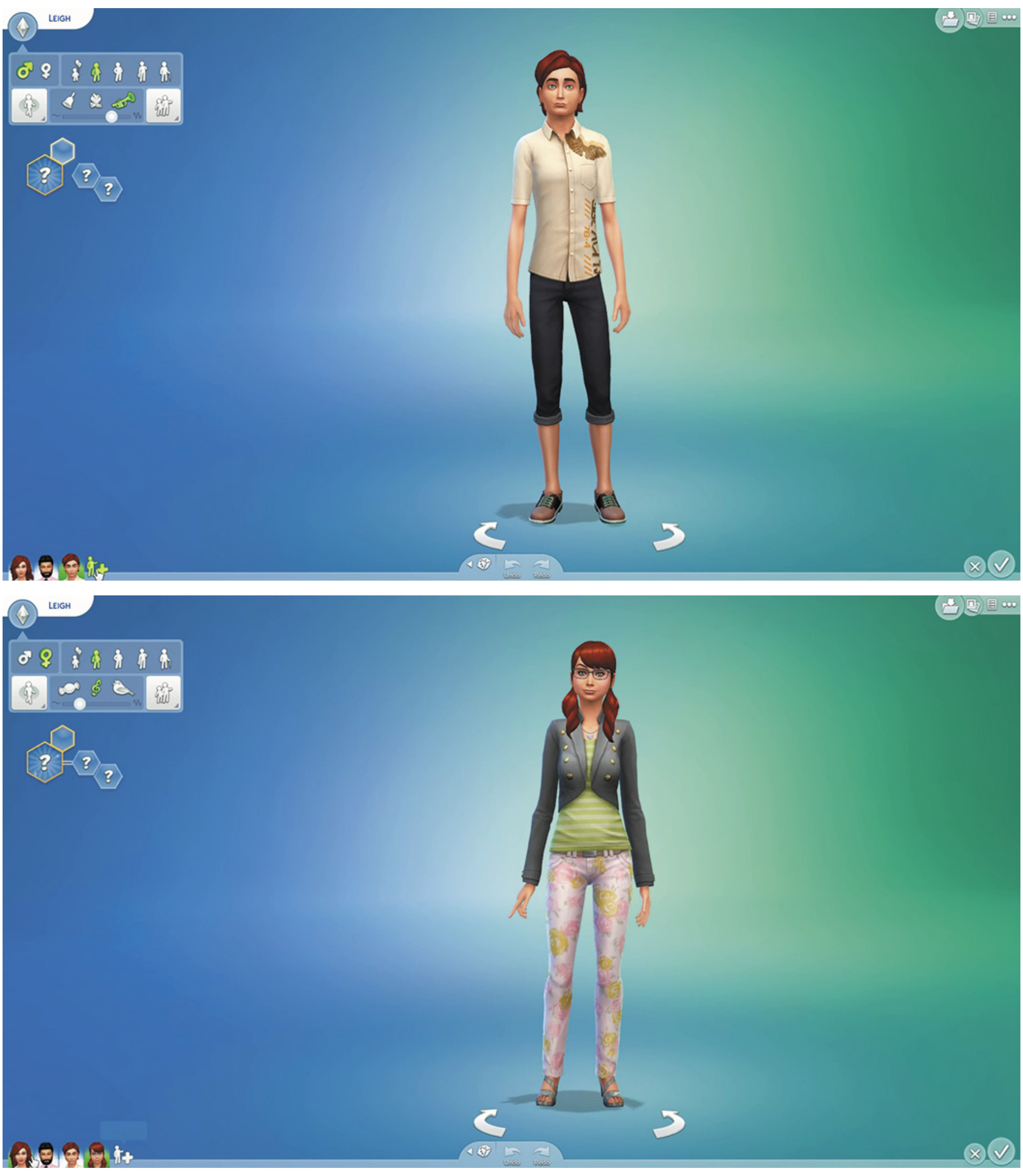


Play around with the various types of Sims you can create with genetics. In addition to creating children, you can also create parents for your Sims. They always start older than your Sims and you can make them even older as long as it's within the allowed range..

Once you have created your first Sim, you can either have that Sim live alone or add other Sims to the household. After creating an additional Sim, click on the Edit Relationship button (just to the right of the menu for setting your Sim's voice). If the two Sims are the same age, you can choose to have the Sims be roommates, siblings, or spouses. If the Sims are of different ages, they can be roommates, children, or parents. This allows you to create various types of relationships within the household. These previously created relationships let you start the game with romantic relations if your Sims are married and also opportunities for socialization right from the get go.

Tip

If you want to set a relationship between the Sims in your household, be sure to do it before you leave Create a Sim. Otherwise the Sims may not have the relationships you want intially.



Using genetics, you can create a twin for your Sim. It can either be a brother or a sister and will have many of the same physical features as your Sim.

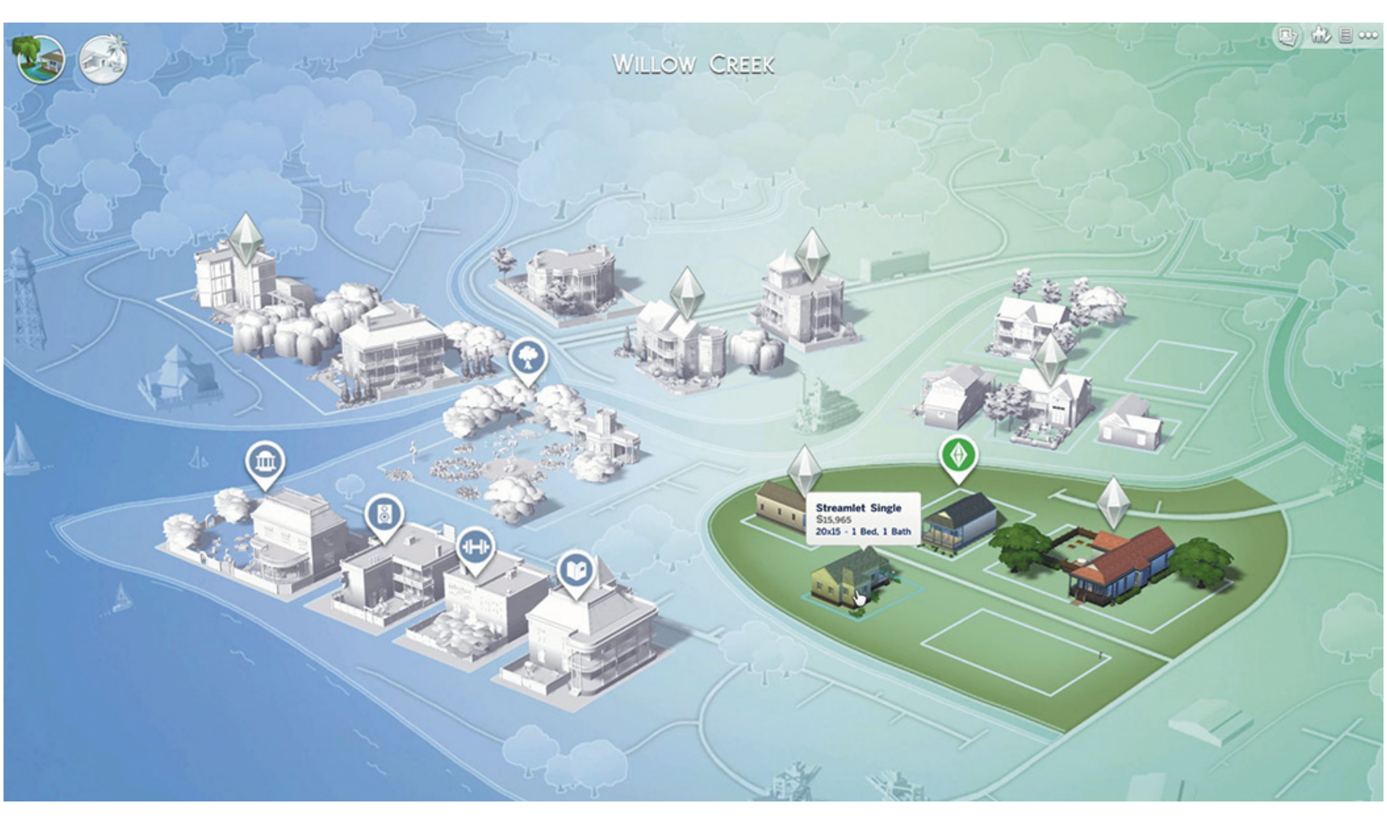
As mentioned in the previous chapter, you can play with genetics to create your household. While you usually use this to create a child for two Sims, or a parent, it is fun to create genetically linked siblings. Select the Sim for which you want to create a brother or sister, then use the Play with Genetics ability when you create a new Sim. In addition to making a brother or sister, you can also make that sibling a twin.

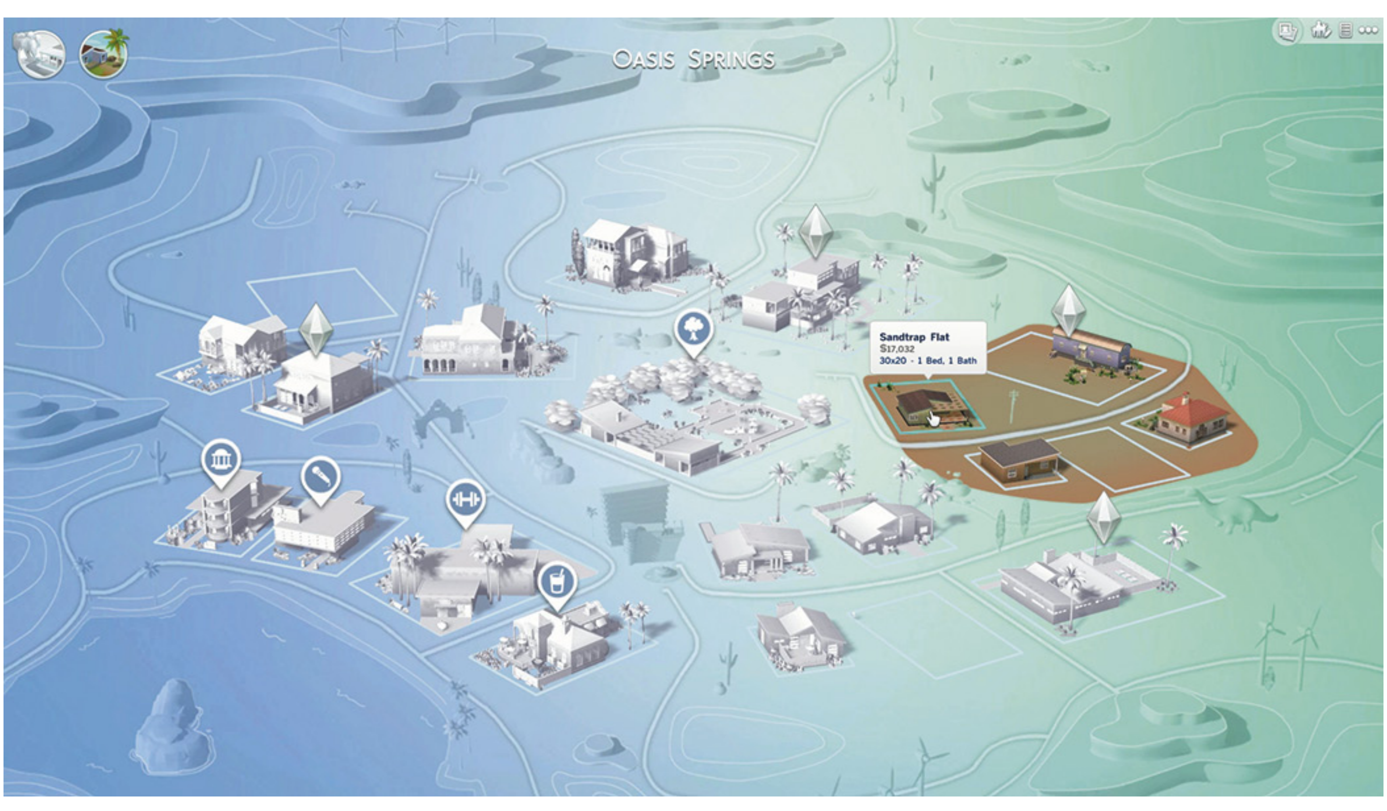
I'm Home

Moving In

You have your household all set up. Now you need a place to live. First pick a world and then a home. That's all there is to it. However, make a wise decision, because your Sim will have to live with it—at least for a while.

The Worlds





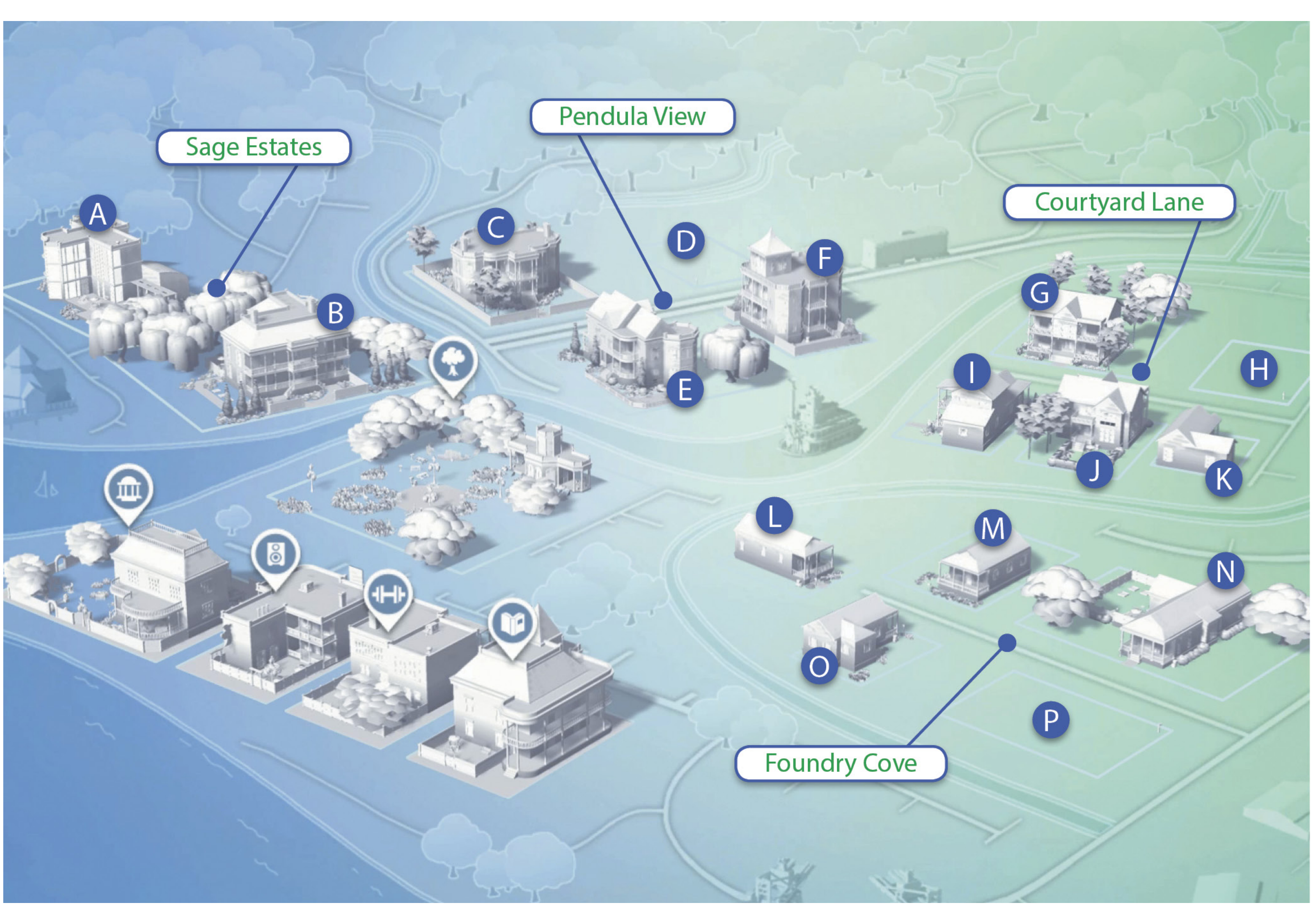
Will your Sims live in Willow Creek or Oasis Springs? No matter where you choose to live, you can still visit the other world—and even move to the other world later on.

You can choose from two worlds—Willow Creek or Oasis Springs. Both offer several neighborhoods and similar amenities. Do you want a more temperate world or a desert world?

Tip

Choosing your neighborhood doesn't mean that you'll be stuck in the same place forever. Moving is a piece of cake (just use your smartphone), and you can easily travel between worlds, too!

Willow Creek

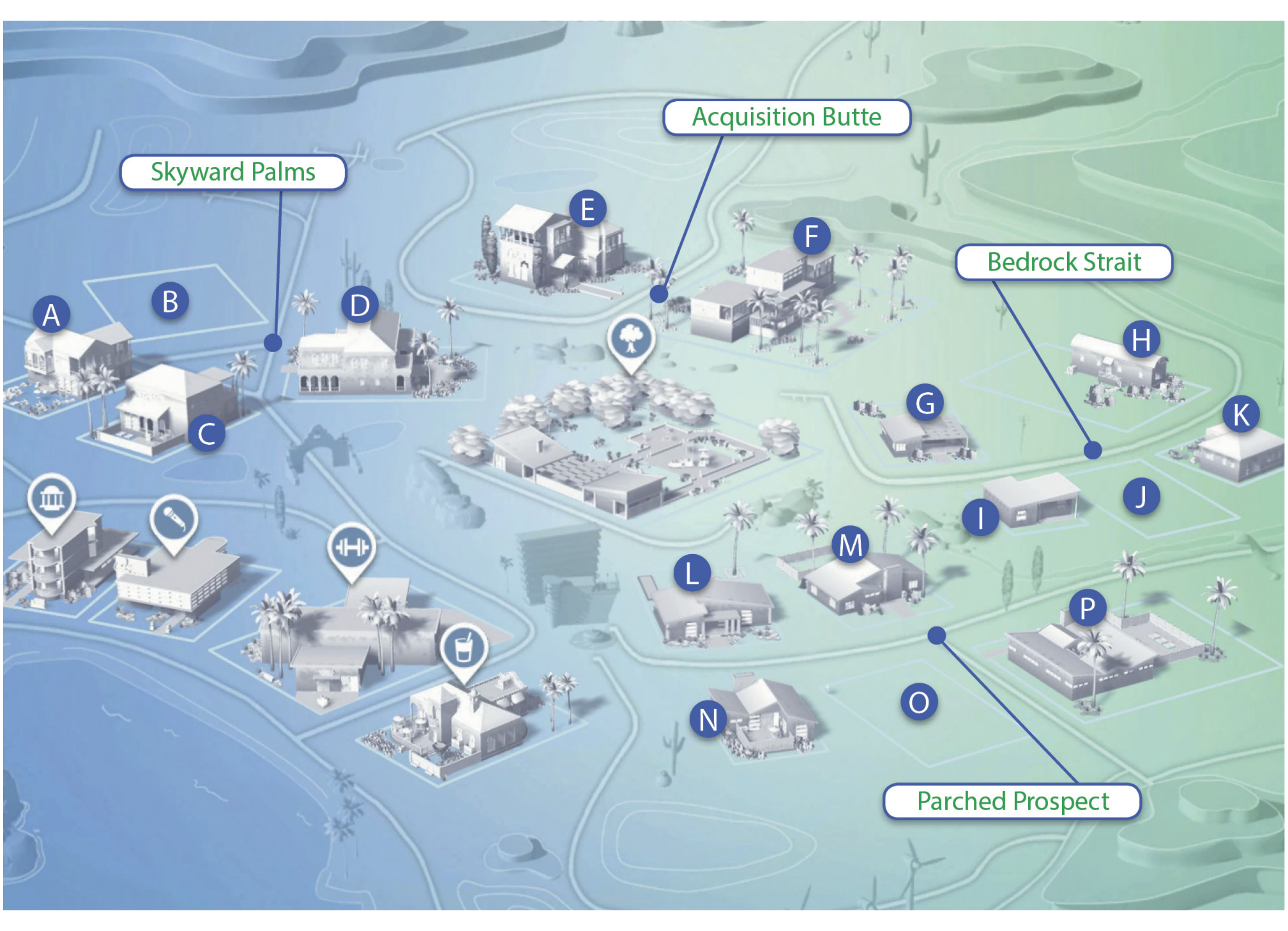


Home Prices

Marker	Price*	Name	Lot Size	Bedrooms	Bathrooms
A	§257,022	Cypress Terrace	40x30	5	4
B	§261,153	Oakenstead	50x50	4	3
C	§176,277	Umbrage Manor	40x30	3	2
D	§5,500	Hallow Slough	30x20	Empty Lot	
E	§107,906	Parkshore	40x30	4	3
F	§254,721	Ophelia Villa	30x20	3	3
G	§97,376	Brook Bungalow	40x30	3	2
H	§2,500	Potters Splay	30x20	Empty Lot	
I	§41,704	Riverside Roost	30x20	2	2
J	§132,690	Pique Hearth	30x20	2	2
K	§36,774	Rindle Rose	20x15	2	1
L	§13,663	Crick Cabana	20x15	2	1
M	§16,421	Daisy Hovel	30x20	1	1
N	§64,364	Garden Essence	40x30	3	1
O	§15,965	Streamlet Single	20x15	1	1
P	§2,000	Bargain Bend	30x20	Empty Lot	

* The listed prices are for furnished homes. Unfurnished homes cost less.

Oasis Springs



Home Prices

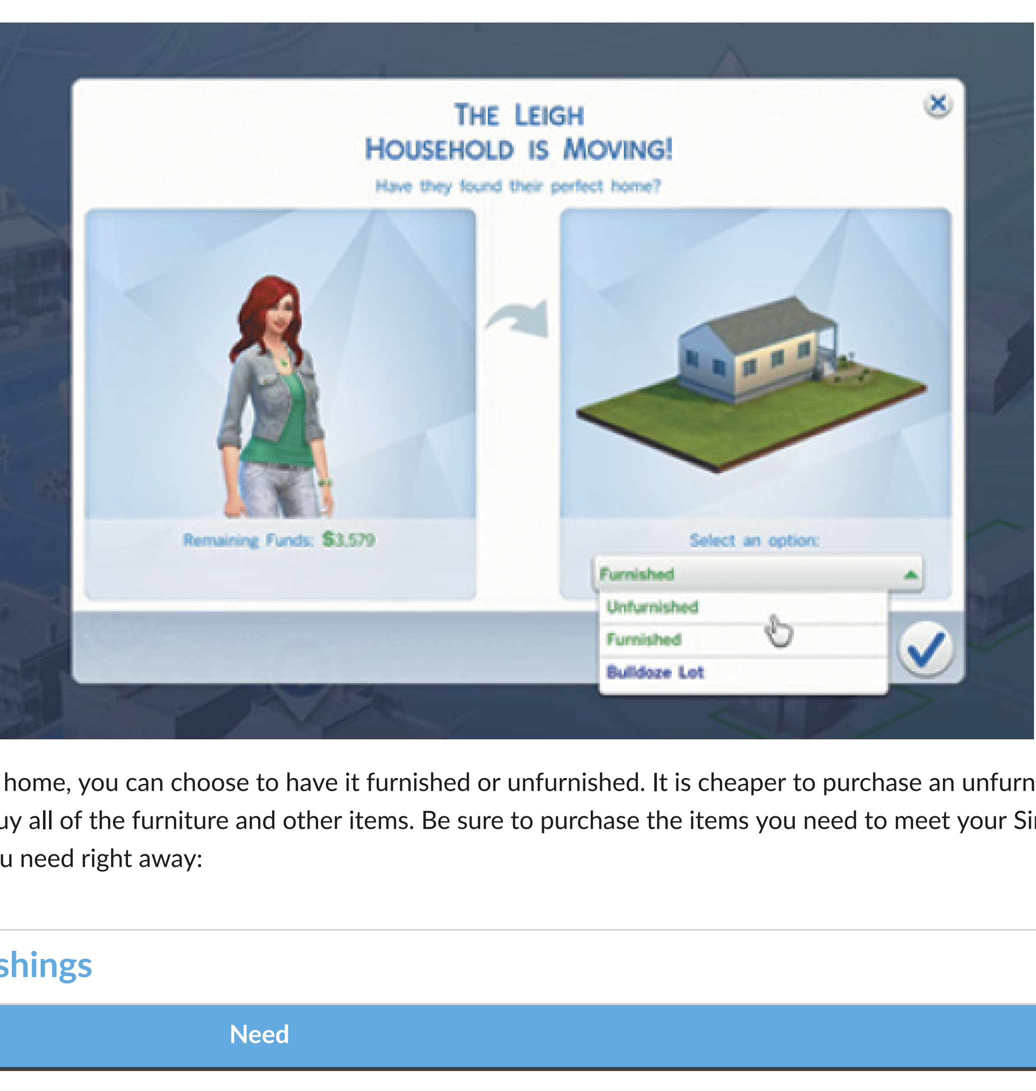
Marker	Price*	Name	Lot Size	Bedrooms	Bathrooms
A	§120,150	Granada Place	30x20	3	3
B	§5,500	Arid Ridge	40x30	Empty Lot	
C	§147,835	Sultry Springside	30x20	4	3
D	§176,637	Rio Verde	40x30	5	4
E	§314,628	Yuma Heights	40x30	4	4
F	§228,639	Affluista Mansion	50x50	2	3
G	§17,032	Sandtrap Flat	30x20	1	1
H	§25,594	Slipshod Mesquite	40x30	1	1
I	§13,064	Nookstone	20x15	1	1
J	§1,500	Pebble Burrow	30x20	Empty Lot	
K	§18,409	Agave Abode	20x15	1	1
L	§ 48,718	Vista Quarry	30x20	2	1
M	§64,973	Springscape	30x20	3	2
N	§39,122	Raffia Quinta	20x15	2	2
O	§3,500	Dusty Turf	30x20	Empty Lot	
P	§75,026	Cacti Casa	40x30	4	3

* The listed prices are for furnished homes. Unfurnished homes cost less.

Picking a Home

Because your budget is low at the beginning, your choices are limited. In each world, you will have to stick to the more affordable neighborhood and its limited options. Bargain houses usually have one or two bedrooms and only one bathroom. You can also purchase an empty lot and build your own home. Architecture and Design covers how to build a home from the foundation up.

Purchase your home furnished or unfurnished—you can even bulldoze the home and build from scratch.



When you buy a home, you can choose to have it furnished or unfurnished. It is cheaper to purchase an unfurnished home, but then you must buy all of the furniture and other items. Be sure to purchase the items you need to meet your Sims' needs. Here are the basics you need right away:

Essential Furnishings

Item	Need
Bed	Energy
Toilet	Bladder
Shower	Hygiene
Sink	Hygiene
Refrigerator	Hunger
Stove	Hunger
Television	Fun
Bookshelf	Fun
Smoke Alarm	Alerts your Sims when there is a fire

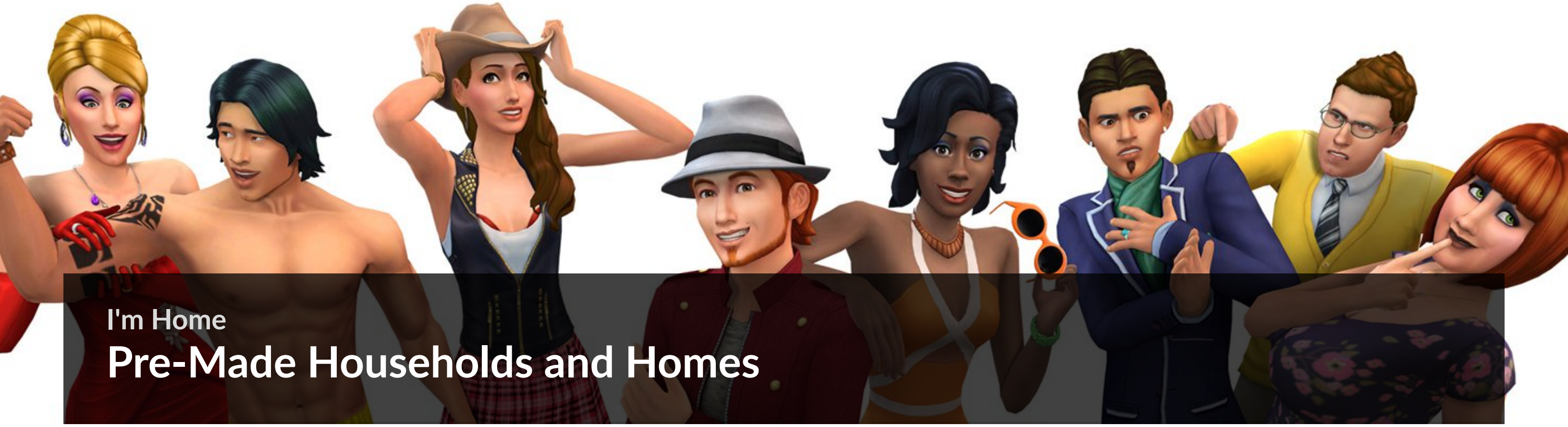
Useful Furnishings

Item	Need
Dresser	Modify outfits
Sofa	Place to sit while watching tele-vision or reading, provides comfort
Table and Chairs	Eating meals
Mirror	Building up skills
Lights	Helps improve the environment
Computer	Fun and build skills
Fire Prevention System Utility Panel	Helps prevent your house from burning down
Art	Adds to the environment and provides positive moodlets

There is no need to purchase all of your Sims' items right at the start. In fact, just get the basics to meet your needs and leave enough Simoleons so you can buy other items as you need them, as well as food and pay the bills. You can purchase higher quality models of certain appliances and furniture to better fulfill your Sims' moods, aspirations and social status. For example, cheap beds are uncomfortable and your Sim may not get a good night's sleep on them. With a more expensive bed that is more comfortable, a Sim can spend less time sleeping and more time pursuing goals. You might also want to invest in a nicer shower; it will improve your hygiene more effectively and your Sims get some stress and discomfort relief as well. If you are planning to work on cooking-related skills, get a better stove. Some careers require you to use a computer to gain skills, so be sure to get one that will build up those skills. Think about what you want your Sims to do as you are furnishing your home.

Tip

If you're new to the game, purchase your first home furnished. It will have most of the things you need to begin playing.



I'm Home

Pre-Made Households and Homes

Building your own home gives you creative freedom to create the perfect, personalized home for your Sim. However, if you want a challenge—and would like to start with some larger homes that are fully furnished,complete with Sims—then try playing one of the pre-made households. The Sims come already created and have personalities and situations that can make things interesting. To play as a pre-made household, you first have to create your own Sim. Then once you start a game, go to the main menu and select Manage World. This opens up a view of the world you're in and allows you to travel to the other world. Click on one of the homes with a Gray Plumbob over the top and then choose to play as that household.

Some of the households are more difficult to play than others. As a general rule, the more Sims in the household, the more difficult the household is to play. However, the dynamics of the Sims within a household can also provide unique challenges. Be sure to try playing as each of the pre-made households. Not only are they fun, they also provide some experience that will help you when playing with your own Sims—and give you a head start on money, a nice house, and skills and careers.

Note

When you begin a game with your own Sim, you can also play as other households within that same game. Therefore, while playing as a different household, you can actually interact with your own Sim! Within the Game Options, under the Gameplay section, you can choose if your households age while you are not directly playing as them, or keep them the same. You can also choose if the other households in the game age or not. By turning off the auto age feature, you can play as several households at once without your households aging up or dying off while you are not playing them. How many households can you manage at one time?

I'm Home

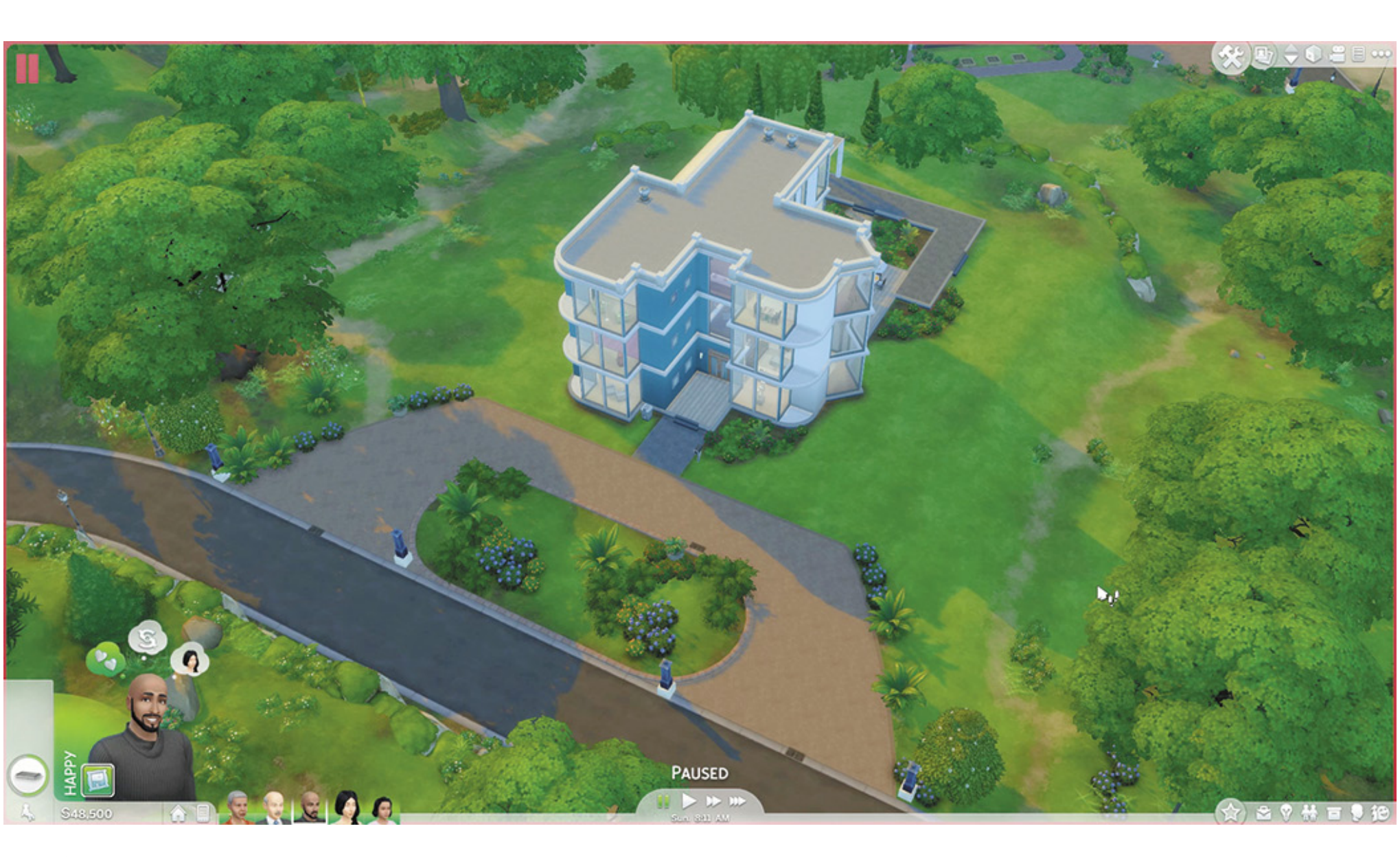
Willow Creek

Spencer-Kim-Lewis

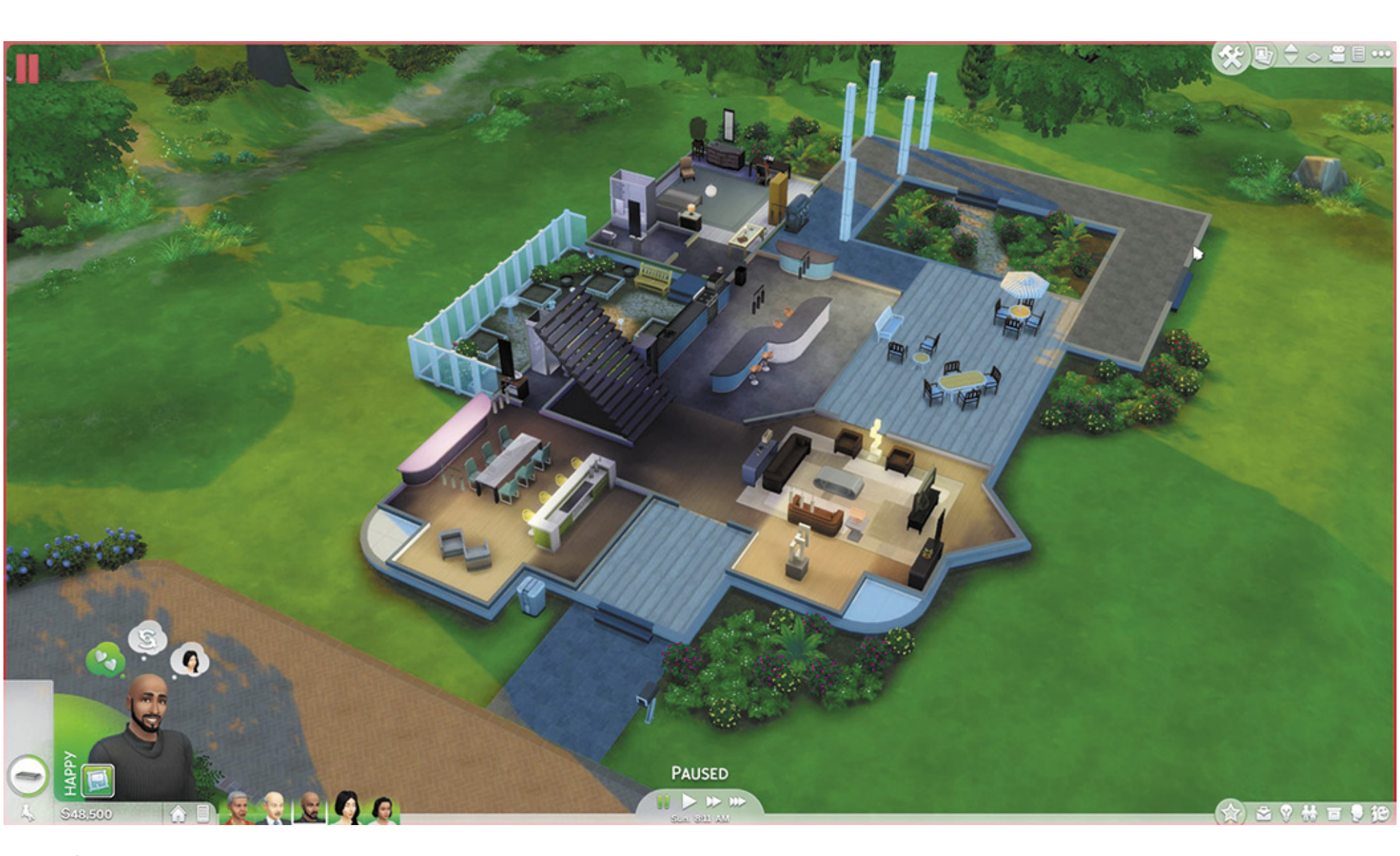
Scenario:

Okay, here's the breakdown. Dennis Kim and Lydia Spencer had a daughter named Alice Spencer-Kim, then divorced. Alice married Eric Lewis and had her own little girl, Olivia Spencer-Kim-Lewis. They live with Alice's dad (Dennis, remember?) and Eric's mom, Vivian Lewis. Hey, no one ever said family was easy!

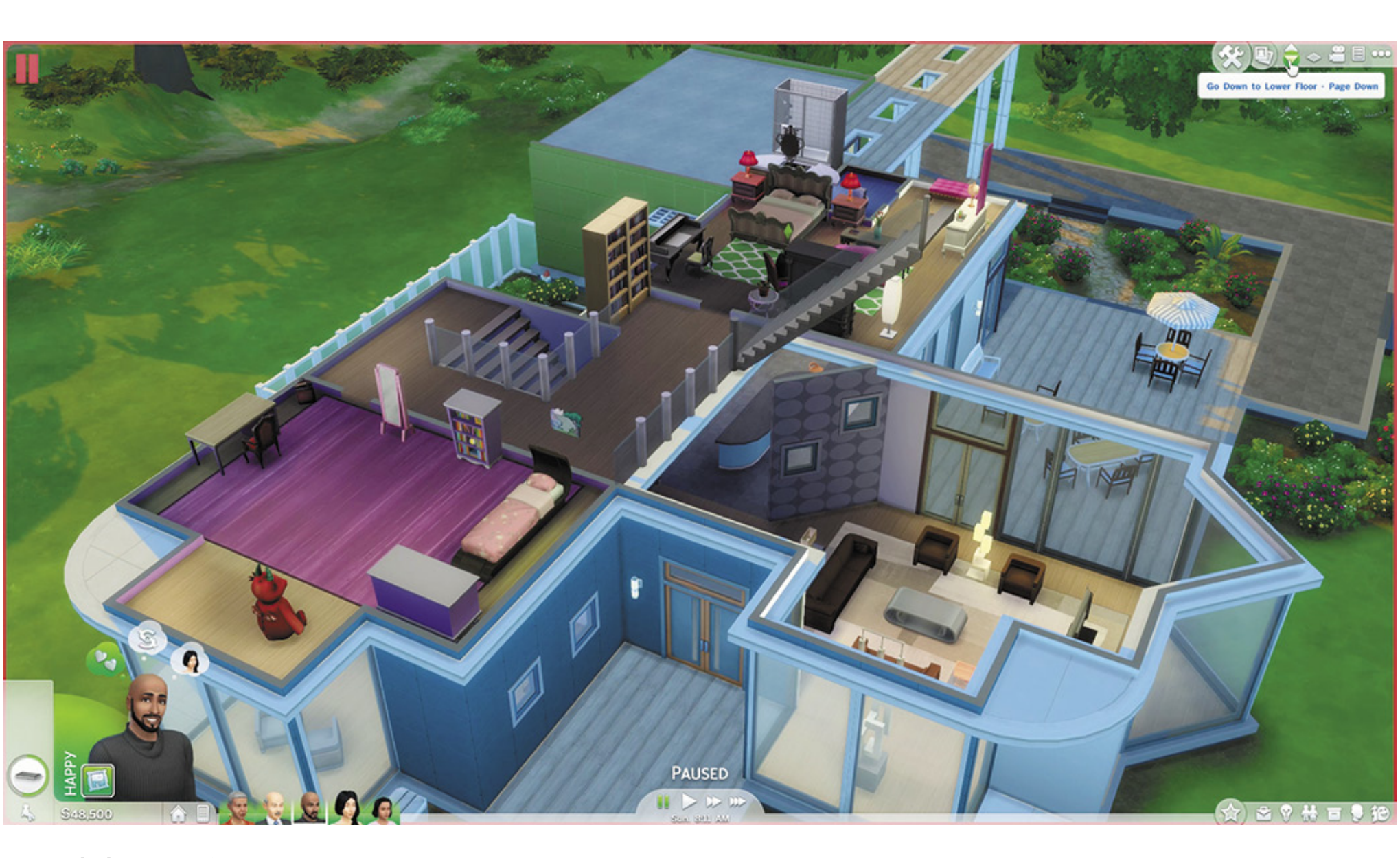
This complicated family lives in a contemporary-style home with three floors, amongst a beautiful foliage-filled landscape. The first floor is great for entertaining guests with spacious rooms for chatting and even a bar for those awkward moments that require a drink. All of the adults are comfortably unemployed, living off their savings, but how long will that last? Especially with so many moods to keep happy!



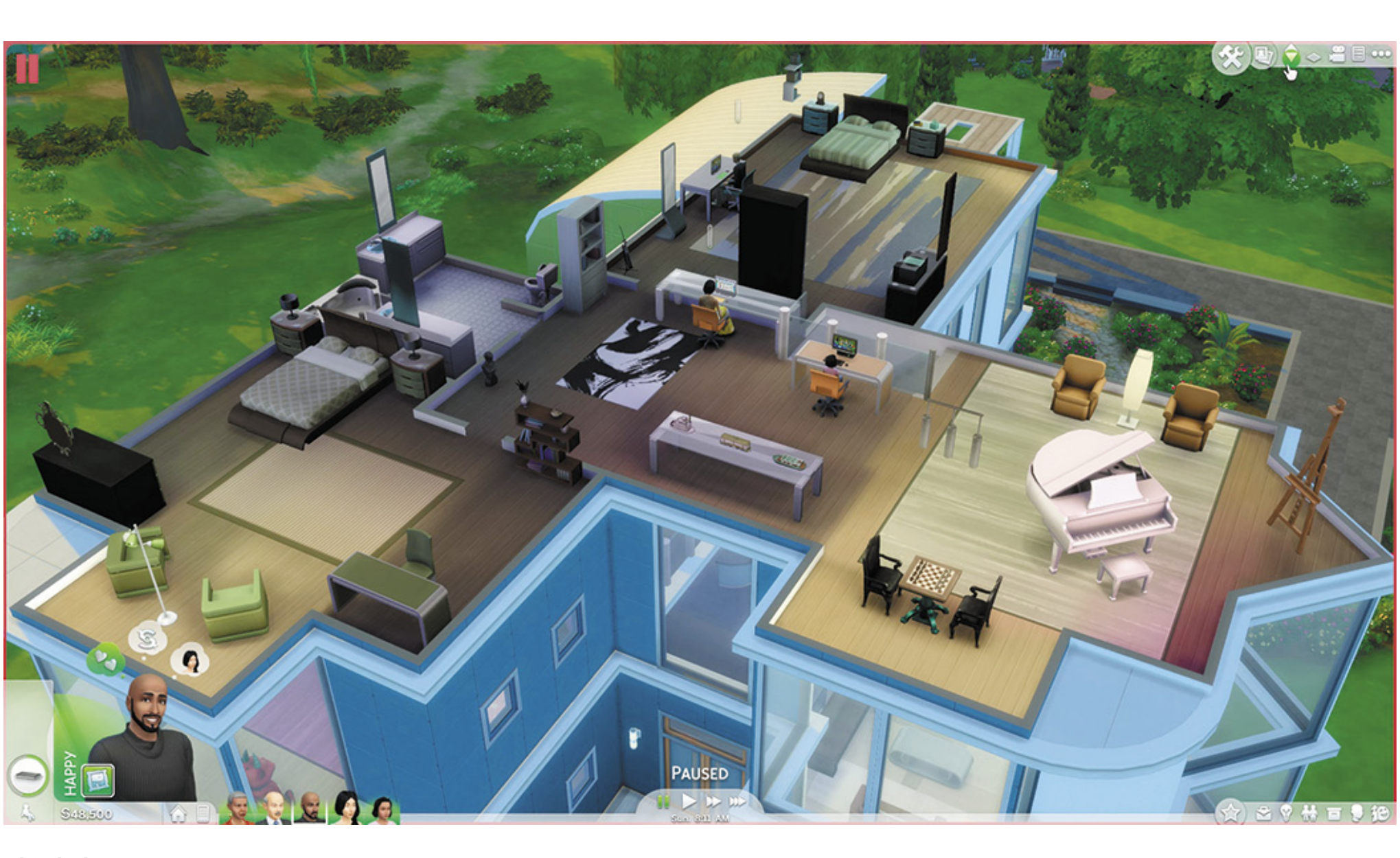
Exterior



First Floor Interior



Second Floor Interior



Third Floor Interior

- **Budget:** §55,500
- **House Name:** Cypress Terrace
- **Lot Size:** 40x30
- **Rooms:** 5br, 4ba
- **Furnished Cost:** §257,022

Household Members

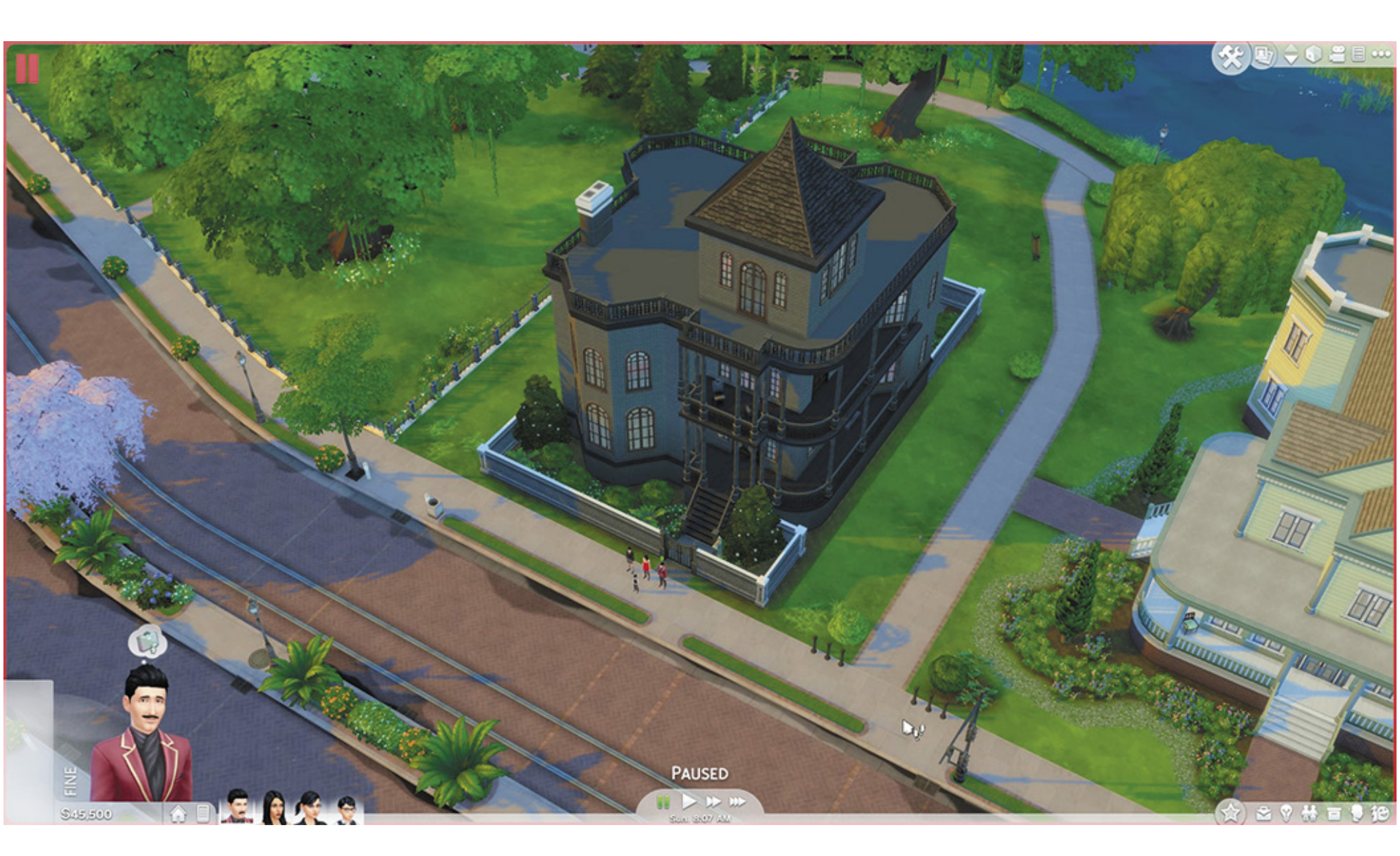
Name	Aspiration	Career (level)	Skills (level)	Traits
Eric Lewis	Mansion Baron	None	Programming (3)	Business Savvy, Glutton, Materialistic, Self-Assured
Alice Spencer-Kim	Painter Extraordinaire	None	Painting (4)	Childish, Creative, Loves Outdoors, Muser
Olivia Spencer-Kim-Lewis	Artistic Prodigy	Grade School Student	Creativity(1), Mental(1), Motor(1), Social(1)	Goofball
Vivian Lewis	Big Happy Family	None	Cooking (4)	Cheerful, Domestic, Family-Oriented, Foodie
Dennis Kim	Successful Lineage	None	Gardening (4)	Domestic, Loves Outdoors, Neat, Perfectionist

Goth

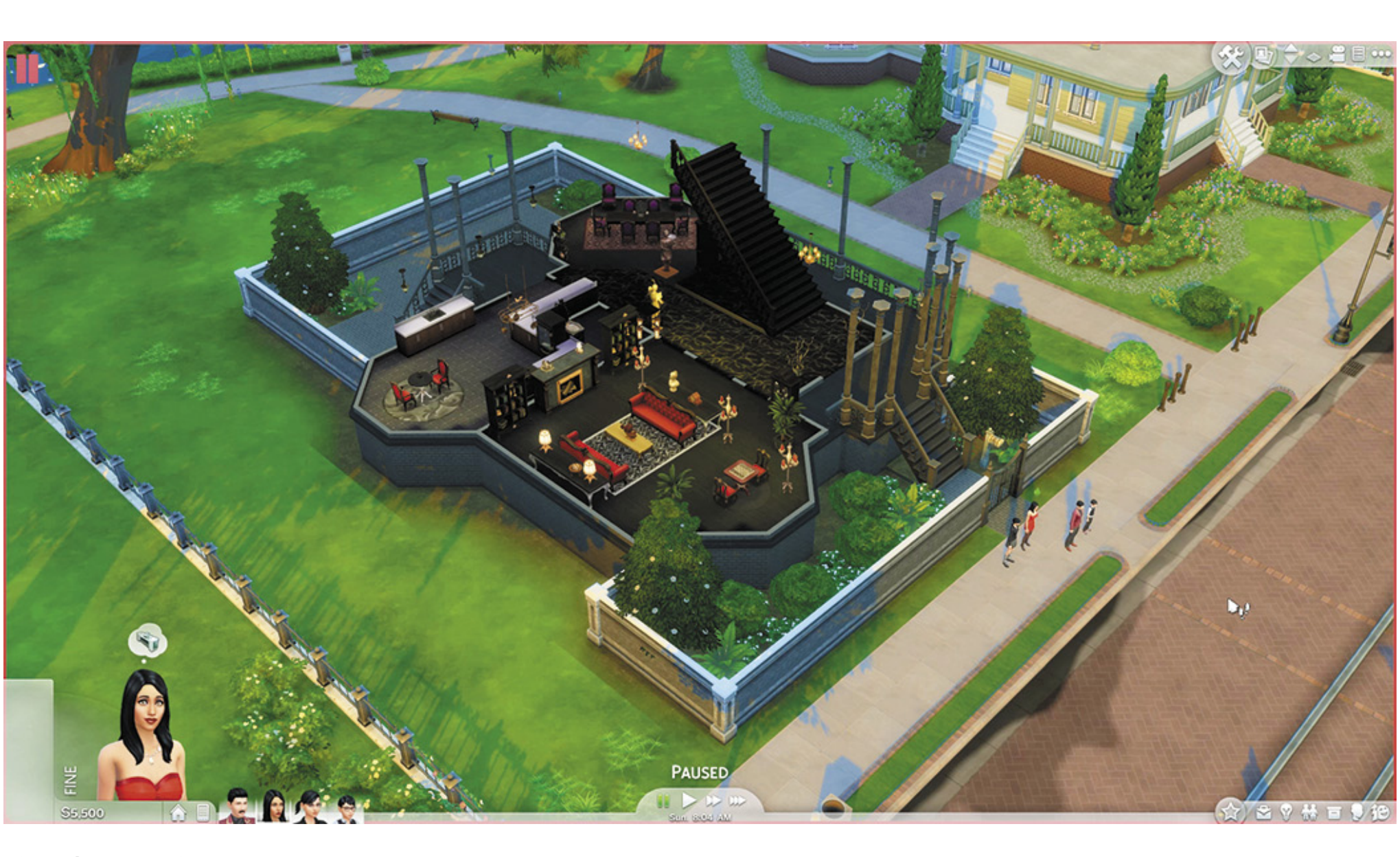
Scenario:

The Goths are an aristocratic family with a dreary aura. Between Mortimer writing macabre stories and Bella's mysterious disappearances, will Cassandra and Alexander grow up to be gloomy too?

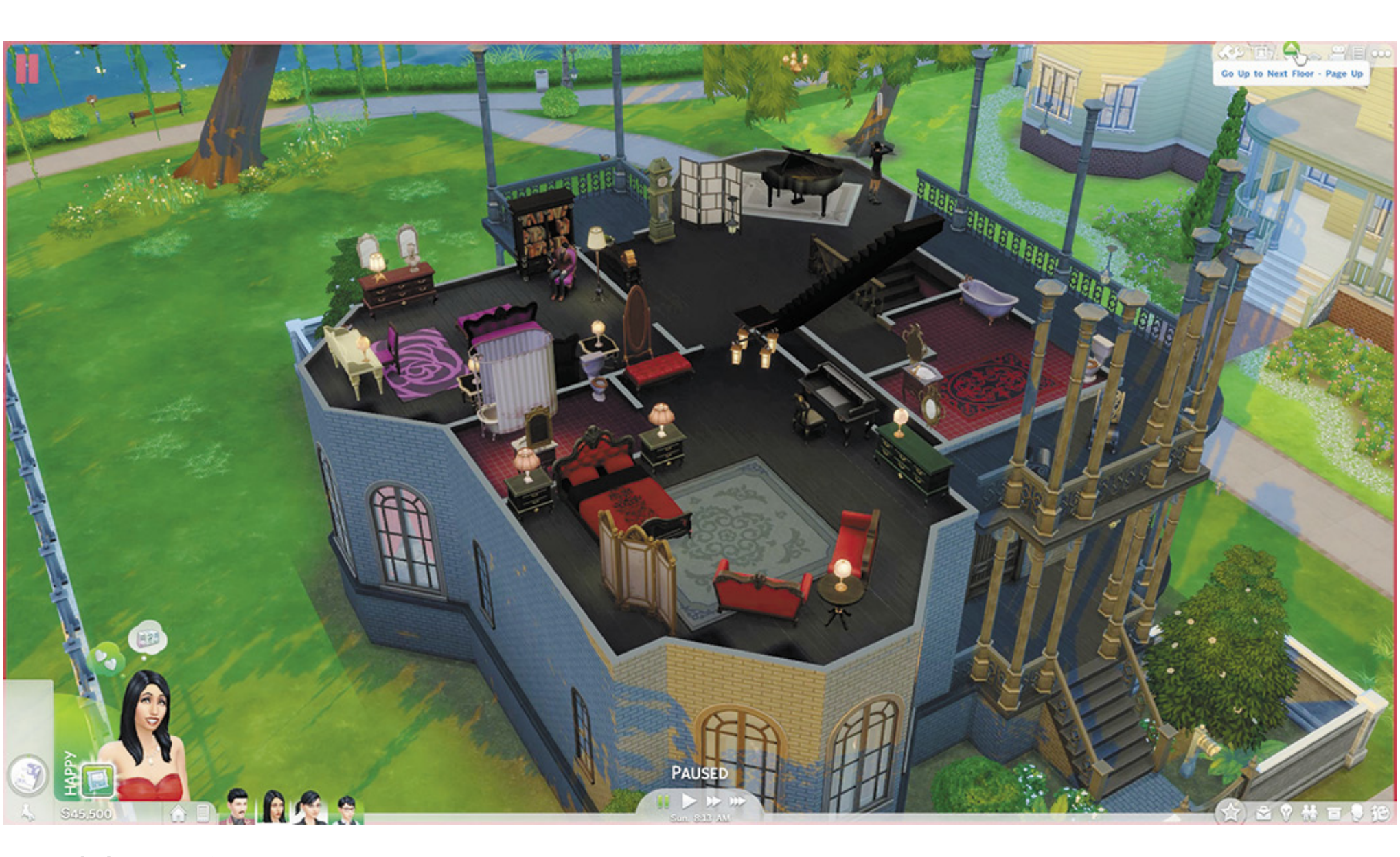
The Goth home looks like a haunted house, both inside and out. Most of the living space is on the first two floors with a single bedroom in the attic on the third floor. While the children go to school during the day, both parents also work. Mortimer tends to more cerebral pursuits as a writer, while Bella is a secret agent who enjoys partying. Because both of their careers require a computer, you might want to get a couple of good computers right at the start so they can both work at the same time on their job-related skills.



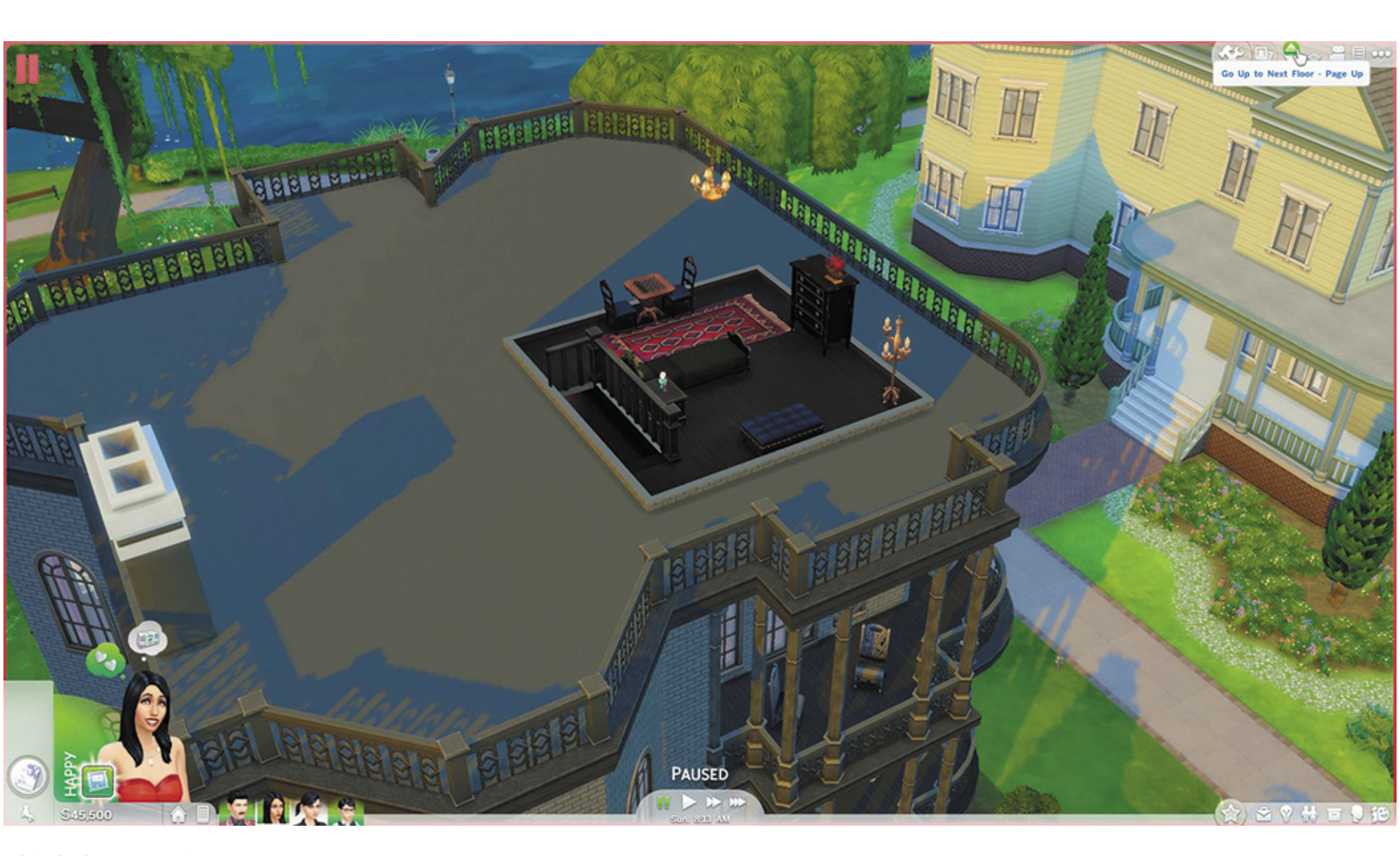
Exterior



First Floor Interior



Second Floor Interior



Third Floor Interior

- **Budget:** §45,500
- **House Name:** Ophelia Villa
- **Lot Size:** 30x20
- **Rooms:** 3br, 3ba
- **Furnished Cost:** §254,721

Household Members

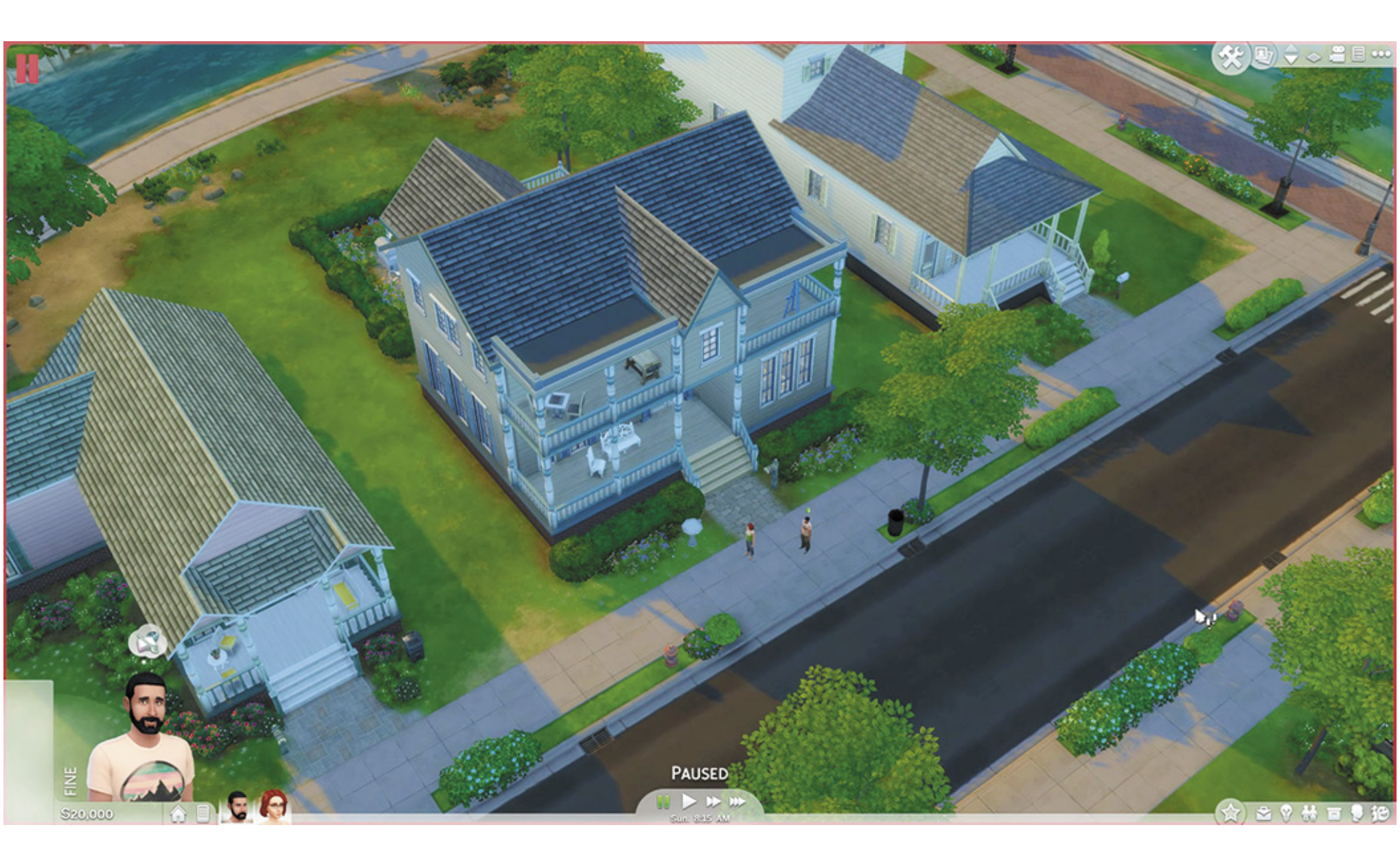
Name	Aspiration	Career (level)	Skills (level)	Traits
Mortimer Goth	Renaissance Sim	Writer (3)	Writing (4)	Bookworm, Creative, Outgoing, Quick Learner
Bella Goth	Party Animal	Secret Agent (2)	Charisma (2), Fitness (2), Programming (2)	Family-Oriented, Good, Gregarious, Romantic
Cassandra Goth	Musical Genius	High School Student	Violin (2)	Creative, Gloomy, Muser
Alexander Goth	Whiz Kid	Grade School Student	Creativity (1), Mental (1), Motor (1), Social (1)	Bookworm

Pancakes

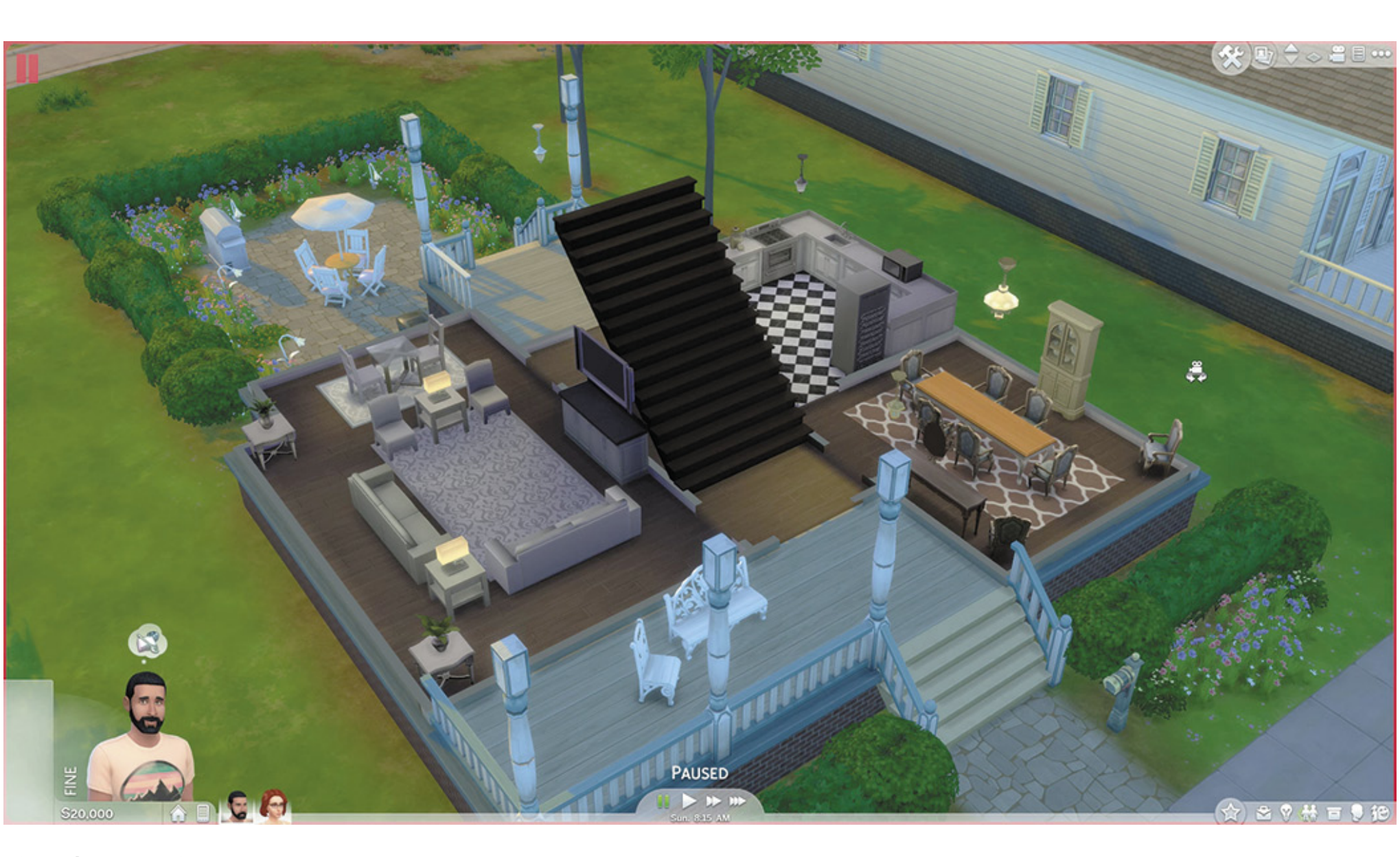
Scenario:

Poor, poor Bob and Eliza—have they ever been happy? It seems there's nothing one can do to please the other. Just what is keeping this couple together? Or conversely, what is the spark that will finally drive them apart?

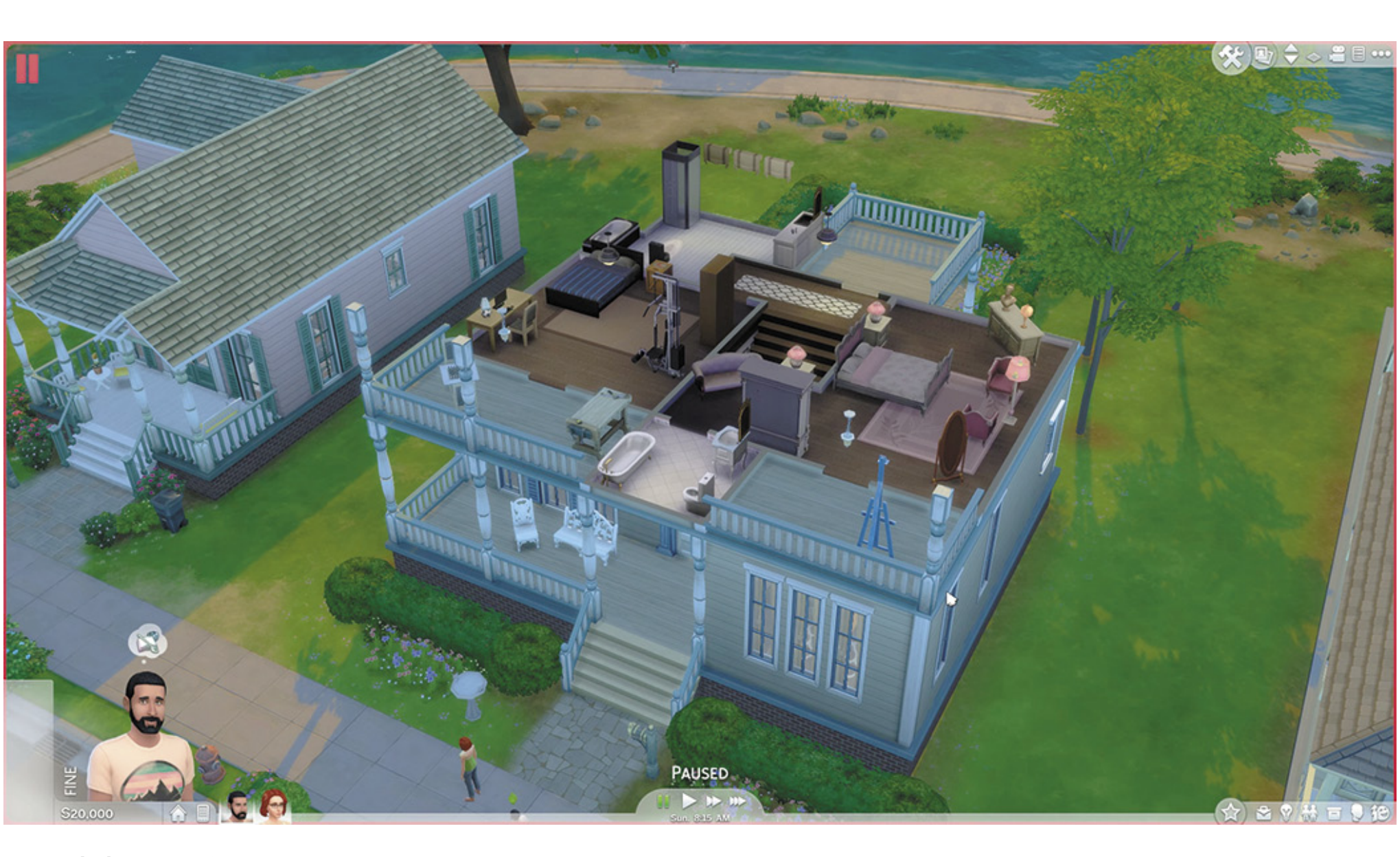
The Pancakes are a diverse couple, and their house reflects their relationship. While the kitchen, dining room, and living room are all downstairs, the upstairs is essentially divided into two halves so that both Bob and Eliza have their own bedrooms and bathroom. One of the challenges is that while Bob is a slob, Eliza is neat. It might be a good idea to get Eliza a job right away to save Bob from the daily torture of her neat-freak attitude!



Exterior



First Floor Interior



Second Floor Interior

- **Budget:** §20,000
- **House Name:** Pique Hearth
- **Lot Size:** 30x20
- **Rooms:** 2br, 2ba
- **Furnished Cost:** §132,690

Household Members

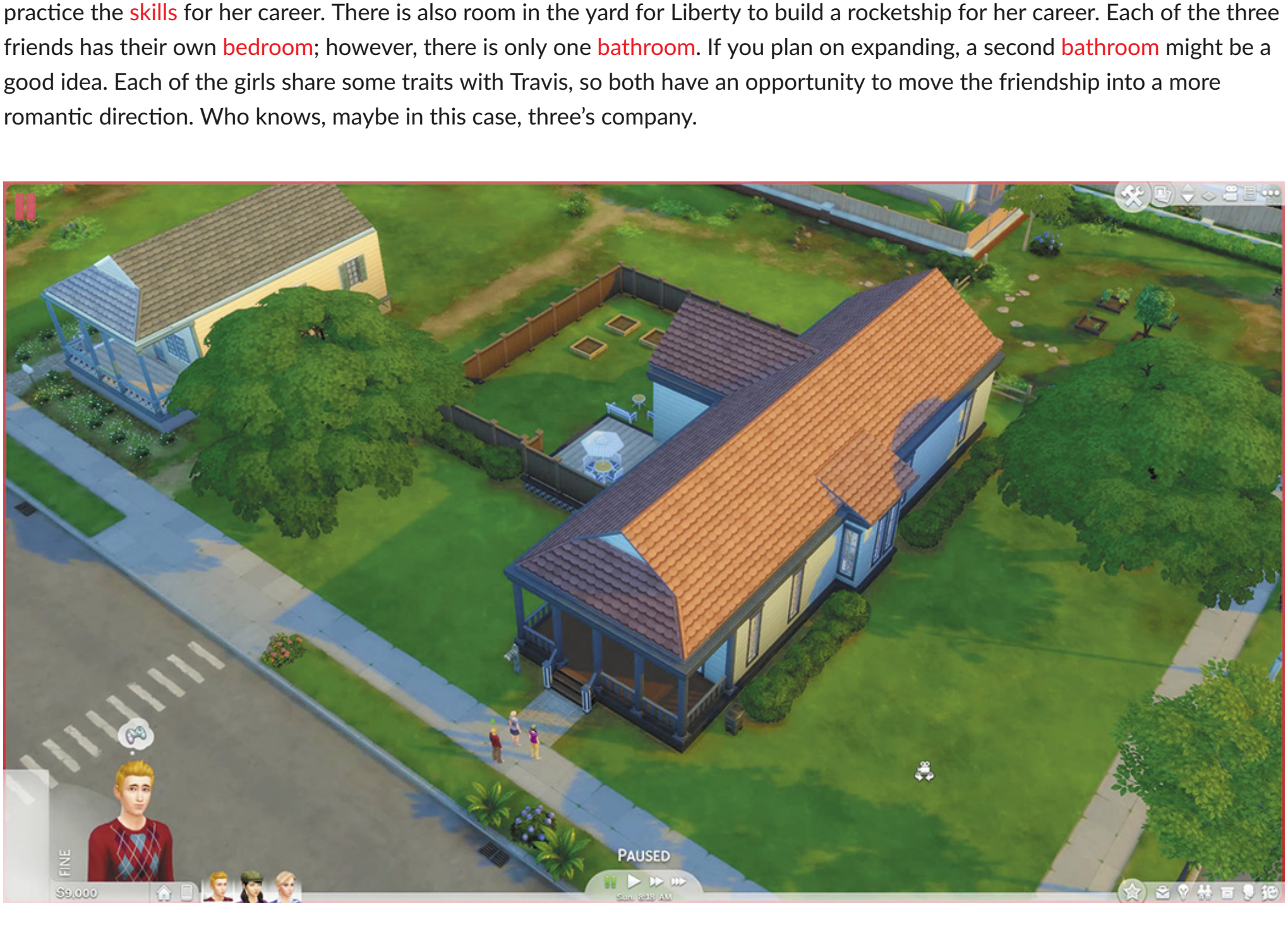
Name	Aspiration	Career (level)	Skills (level)	Traits
Bob Pancakes	Master Chef	Culinary (3)	Cooking (3), Mixology (3), Video Gaming (1)	Essence of Flavor, Gloomy, Loner, Slob
Eliza Pancakes	Mansion Baron	None	Fitness (3)	Business Savvy, Materialistic, Neat, Perfectionist

BFF

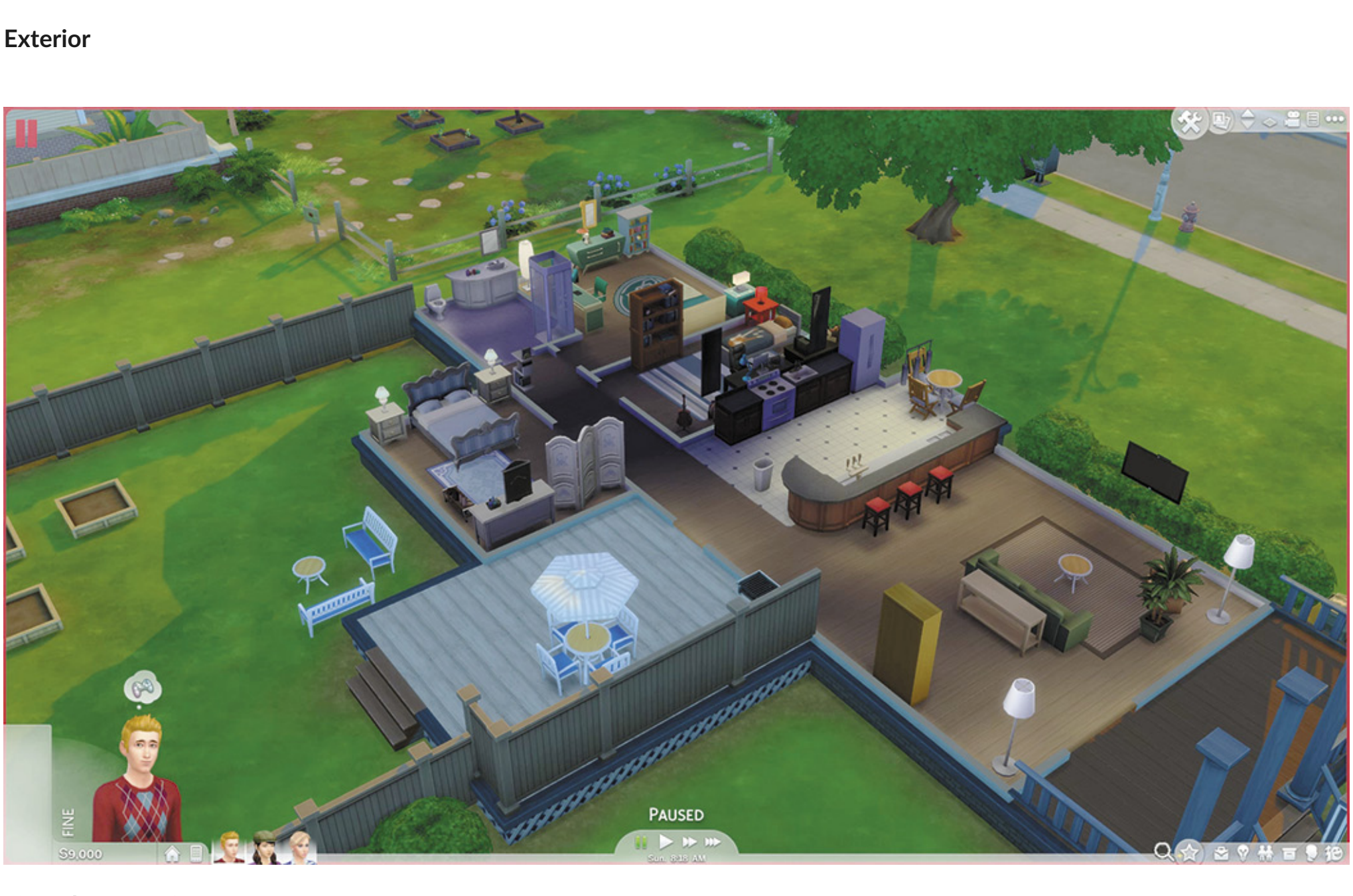
Scenario:

Free spirit Liberty, cheerful Summer, and geeky Travis are unlikely friends, and nothing can come between the three. Except perhaps the growing feelings both Summer and Liberty have for Travis...

These friends live in a single-story home in the neighborhood with the lowest cost homes. It features a nice area for a garden, though none of the Sims begin with the Gardening skill. The kitchen features a complete bar, which is great for Summer to practice the skills for her career. There is also room in the yard for Liberty to build a rocketship for her career. Each of the three friends has their own bedroom; however, there is only one bathroom. If you plan on expanding, a second bathroom might be a good idea. Each of the girls share some traits with Travis, so both have an opportunity to move the friendship into a more romantic direction. Who knows, maybe in this case, three's company.



Exterior



First Floor Interior

- **Budget:** §9,000
- **House Name:** Garden Essence
- **Lot Size:** 40x30
- **Rooms:** 3br, 1ba
- **Furnished Cost:** §64,364

Household Members

Name	Aspiration	Career (level)	Skills (level)	Traits
Travis Scott	Computer Whiz	Tech Guru (2)	Programming (2), Video Gaming (2)	Geek, Outgoing, Quick Learner, Self-Assured
Liberty Lee	Nerd Brain	Astronaut (2)	Logic (2)	Bookworm, Clumsy, Geek, Quick Learner
Summer Holiday	Friend of the World	Culinary (2)	Cooking (2), Mixology (2), Video Gaming (1)	Active, Cheerful, Gregarious, Outgoing

I'm Home

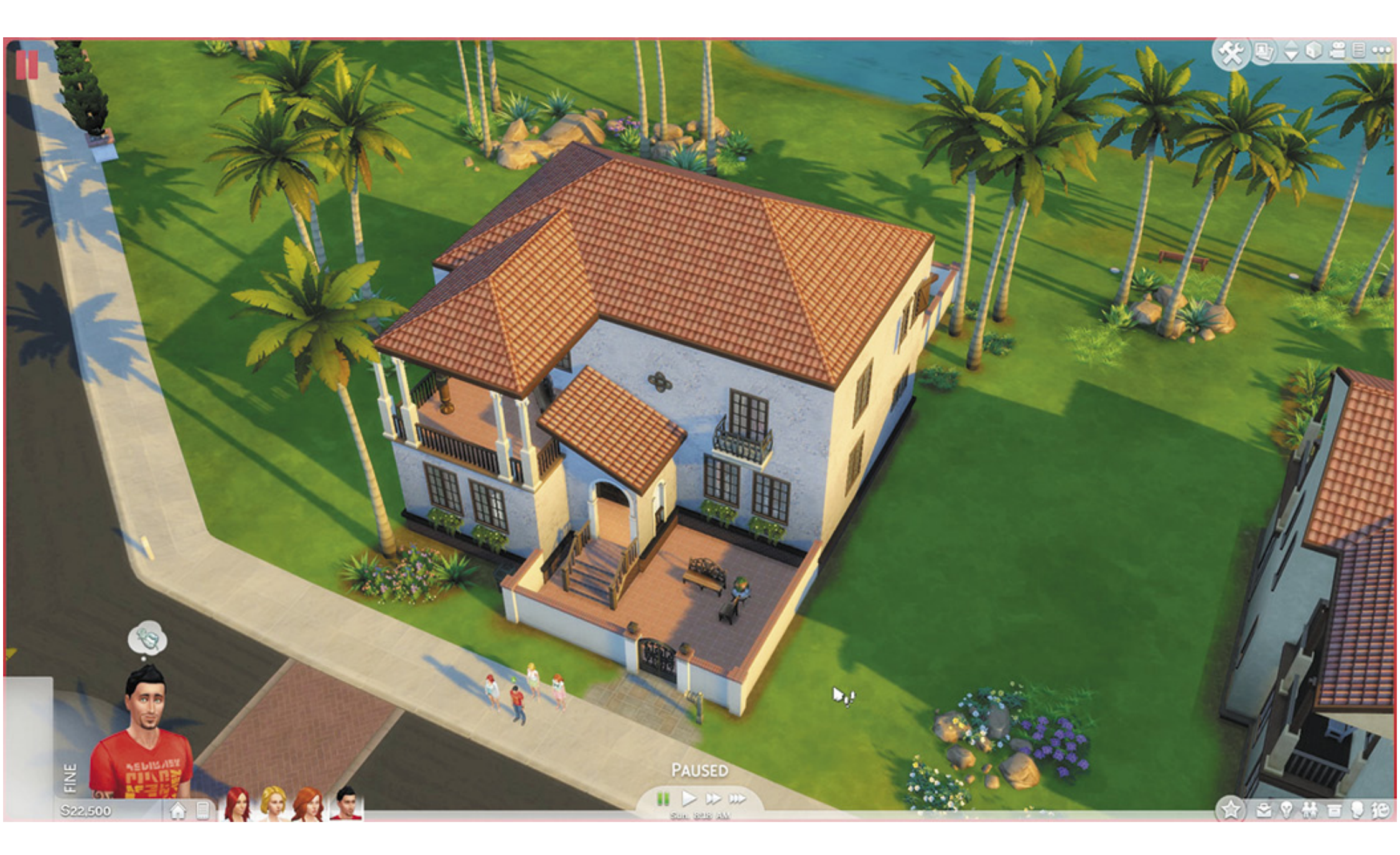
Oasis Springs

Caliente

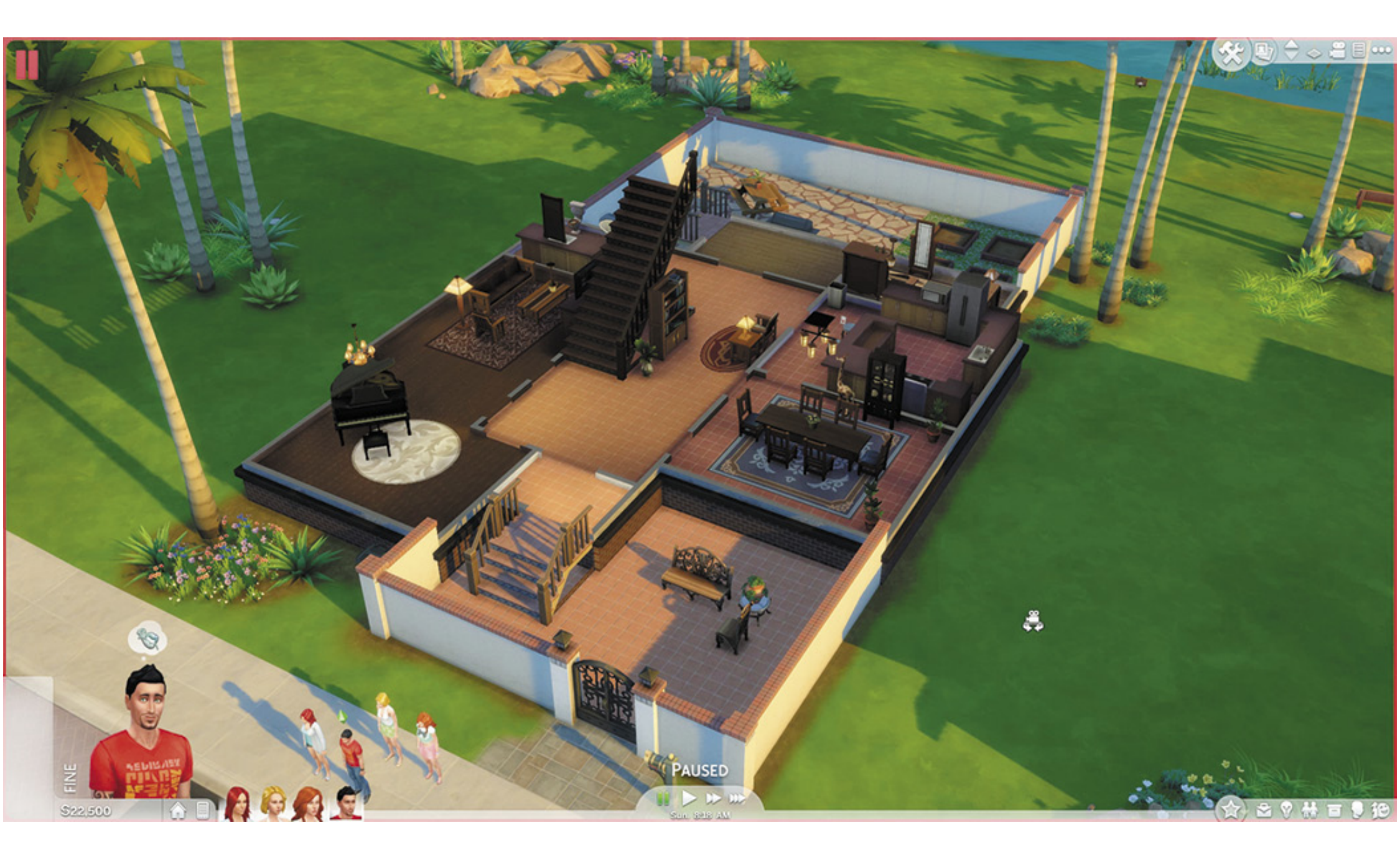
Scenario:

It's no longer girls-only now that Caliente matriarch Katrina has moved in her mooching boy toy, Don. With three fiery, attractive ladies in the house, will Don remain faithful or will he get involved with more than one Caliente woman?

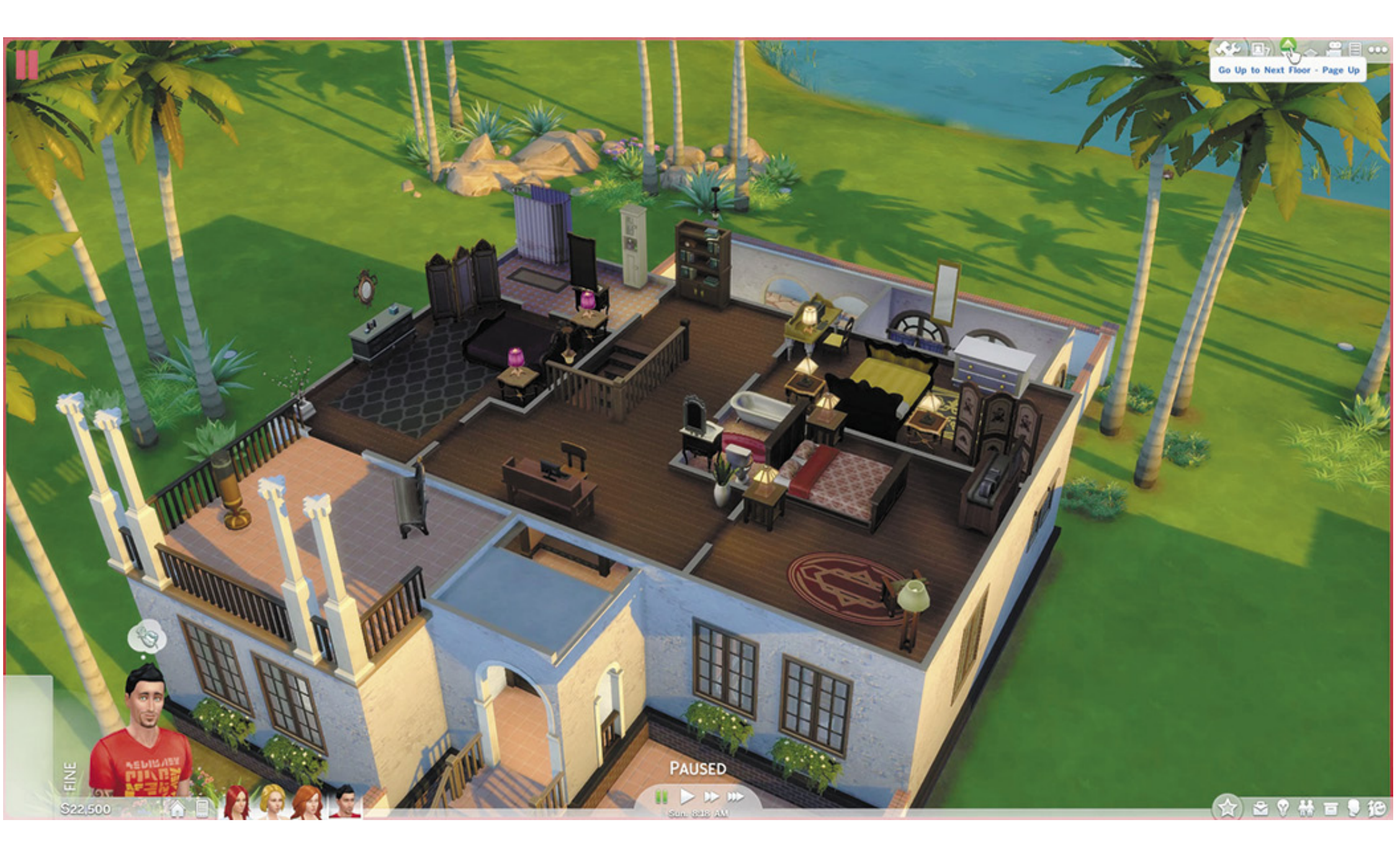
The Caliente household is the perfect soap opera, with our two favorite sisters Dina, Nina, and their mother, who has been re-imagined as the attractive and vivacious Katrina. Katrina has ignored her better judgment and let the infamous womanizer Don Lothario mooch his way into her house and quite possibly her heart. Don's eyes are on Katrina for now, but how long will it be before Nina and Dina are lured in by his charm? Will Nina decide to steal Don away from her mother? Will Dina finally earn enough money to get her own place and get away from all the craziness? All we know is that it won't be long before sparks start flying!



Exterior



First Floor Interior



Second Floor Interior

- **Budget:** §28,500
- **House Name:** Sultry Springside
- **Lot Size:** 30x20
- **Rooms:** 4br, 3ba
- **Furnished Cost:** §147,835

Household Members

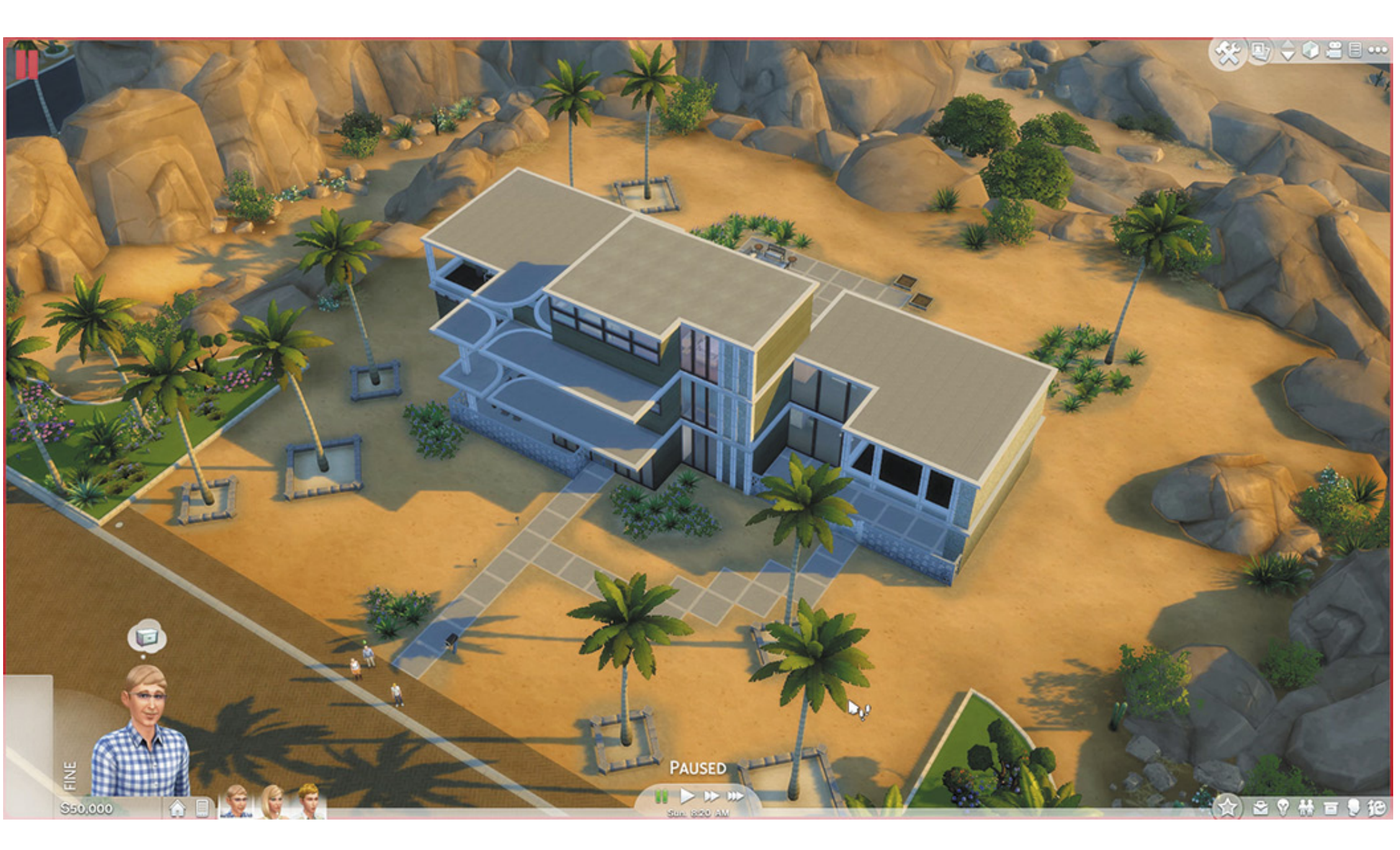
Name	Aspiration	Career (level)	Skills (level)	Traits
Katrina Caliente	Soulmate	Entertainer (4)	Comedy (2), Fitness (2), Piano (2)	Alluring, Family-Oriented, Hot-Headed, Romantic
Dina Caliente	Master Mixologist	Culinary (1)	Fitness (2), Mixology (2)	Active, Ambitious, Essence of Flavor, Romantic
Nina Caliente	Chief of Mischief	None	Mischief (2)	Dastardly, Hot-Headed, Lazy, Romantic
Don Lothario	Serial Romantic	None	Fitness (3)	Active, Alluring, Noncommittal, Romantic

Landgraab

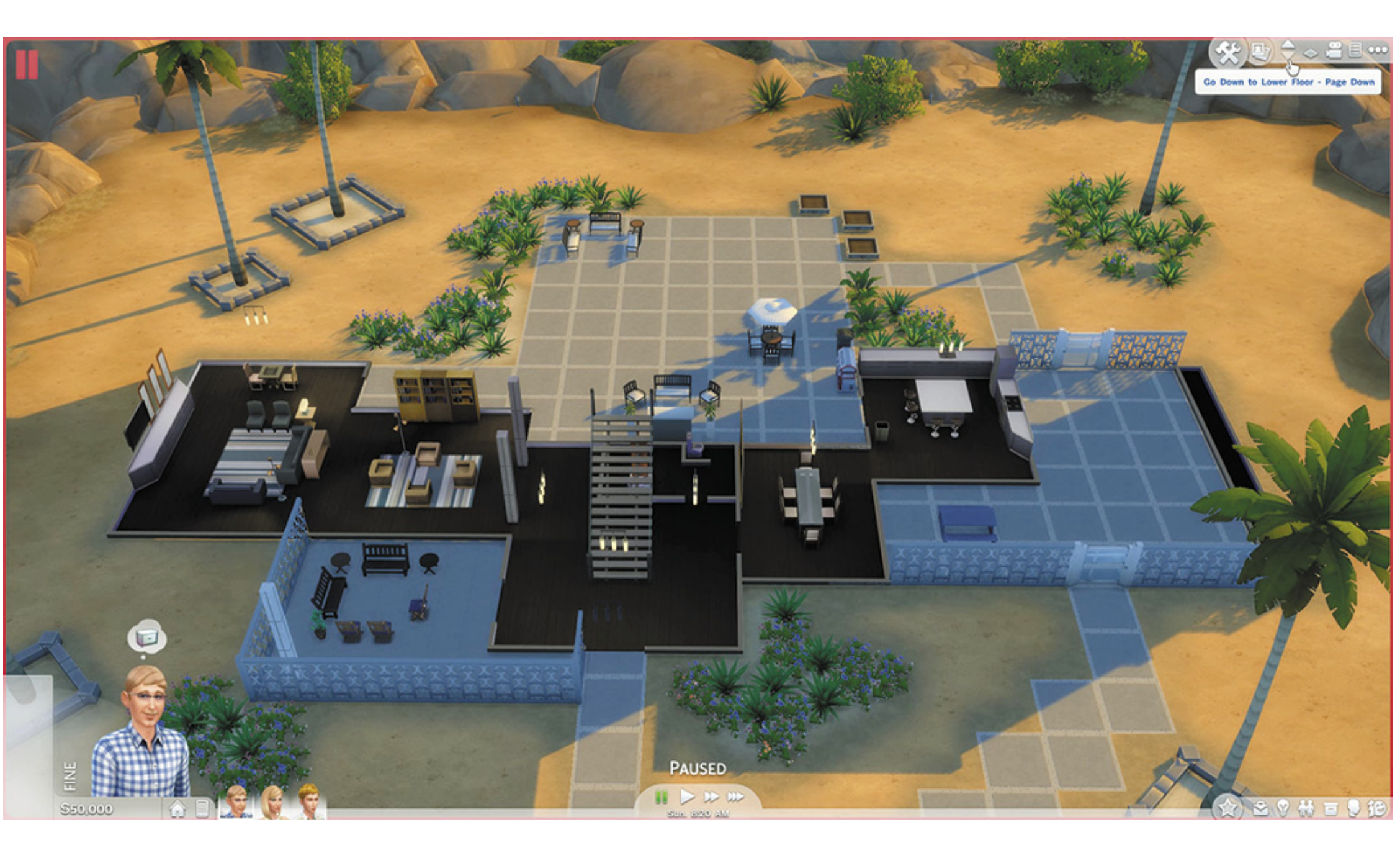
Scenario:

The Landgraabs are back, still living it up as the richest family and staking their claim in Oasis Springs. We've brought Malcolm back during those awful awkward teen years, complete with a dastardly snobby attitude. Though Geoffrey is trying his best to be the good natured father Malcolm needs, will Nancy's scheming ways lead Malcom down a darker path?

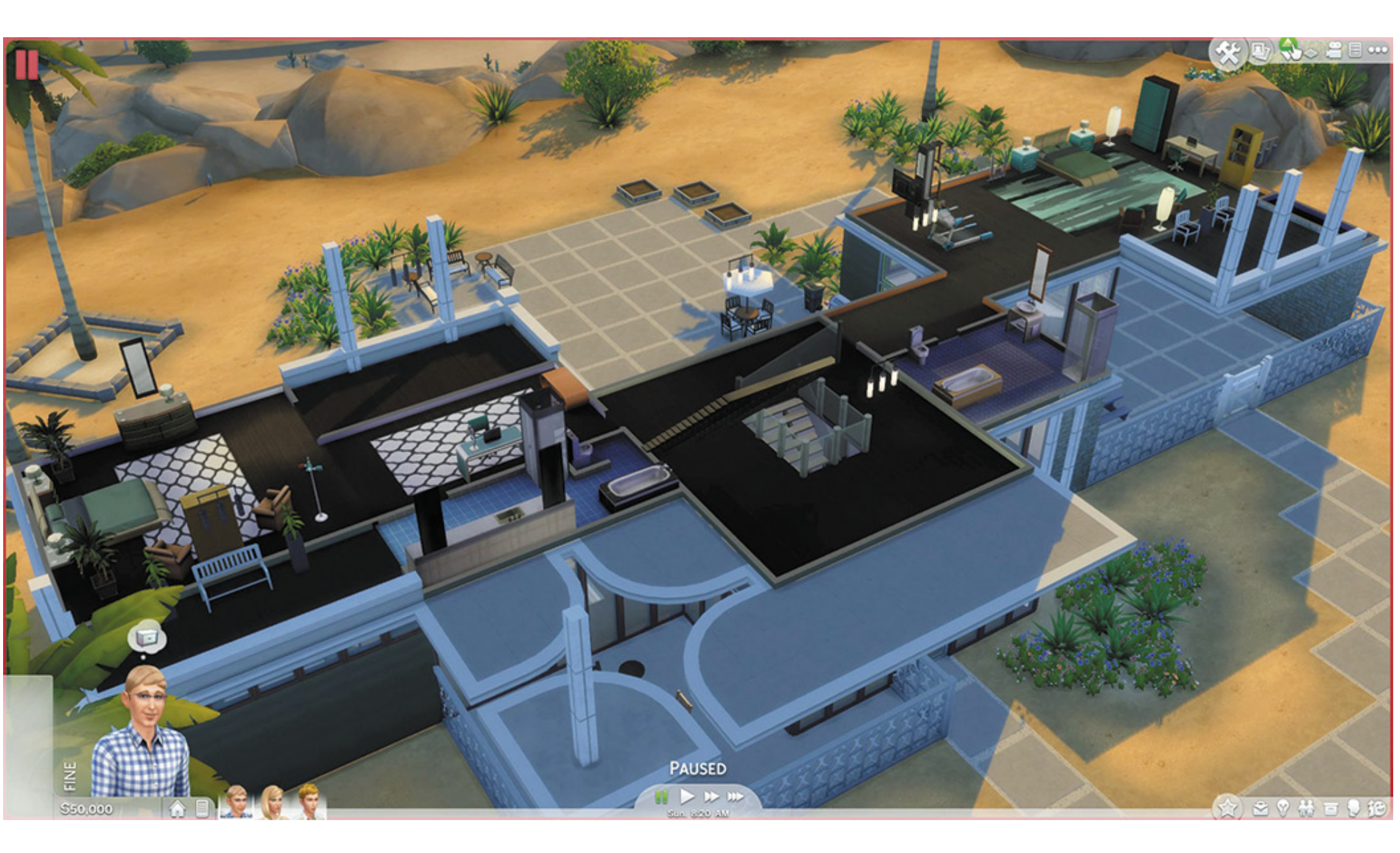
The Landgraabs live in a house with an interesting design. There are two bedrooms an the second floor on opposite sides of the house. There is a study on the third floor with two desks and two computers where Geoffrey and Nancy can work on career related skills and activities. The family is just as interesting as their home. A secret agent father, a criminal mother, and an evil son—nothing good can come from this family. However, it is a different type of challenge to play as this family. Both parents begin with well-established careers so you have a good shot at getting them to level 10 of their careers and you also have a good income in addition to a high budget at the start.



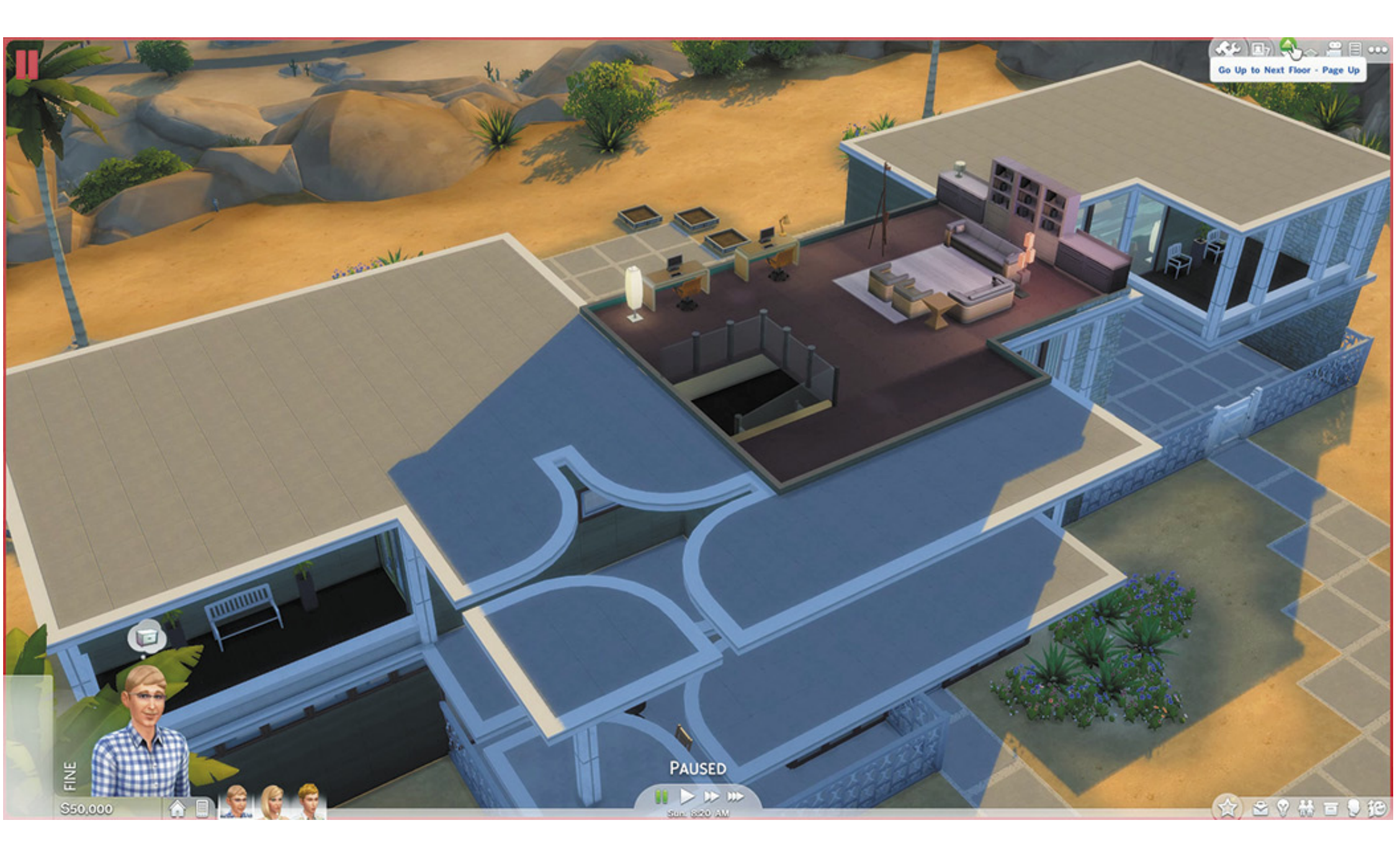
Exterior



First Floor Interior



Second Floor Interior



Third Floor Interior

- **Budget:** §85,000
- **House Name:** Affluista Mansion
- **Lot Size:** 50x50
- **Rooms:** 2br, 3ba
- **Furnished Cost:** §228,639

Household Members

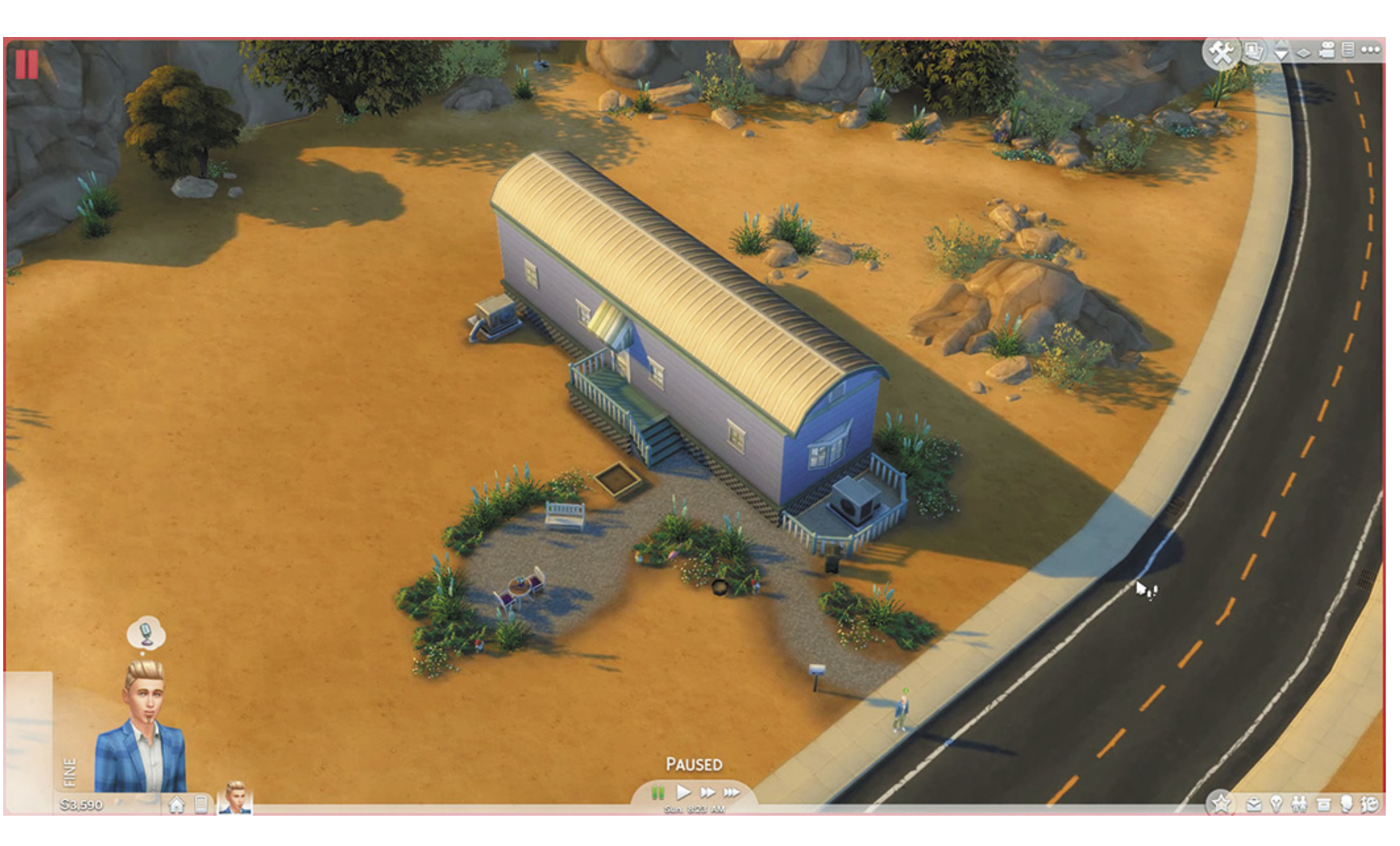
Name	Aspiration	Career (level)	Skills (level)	Traits
Geoffrey Landgraab	Successful Lineage	Secret Agent (5)	Fitness (4), Mischief (6), Video Gaming (1)	Domestic, Family-Oriented, Good, Outgoing
Nancy Landgraab	Fabulously Wealthy	Criminal (5)	Charisma (4), Comedy (1), Fitness (3), Programming (2)	Ambitious, Business Savvy, Materialistic, Snob
Malcolm Landgraab	Public Enemy	High School Student	Charisma (3), Mischief (3)	Dastardly, Evil, Snob

Zest

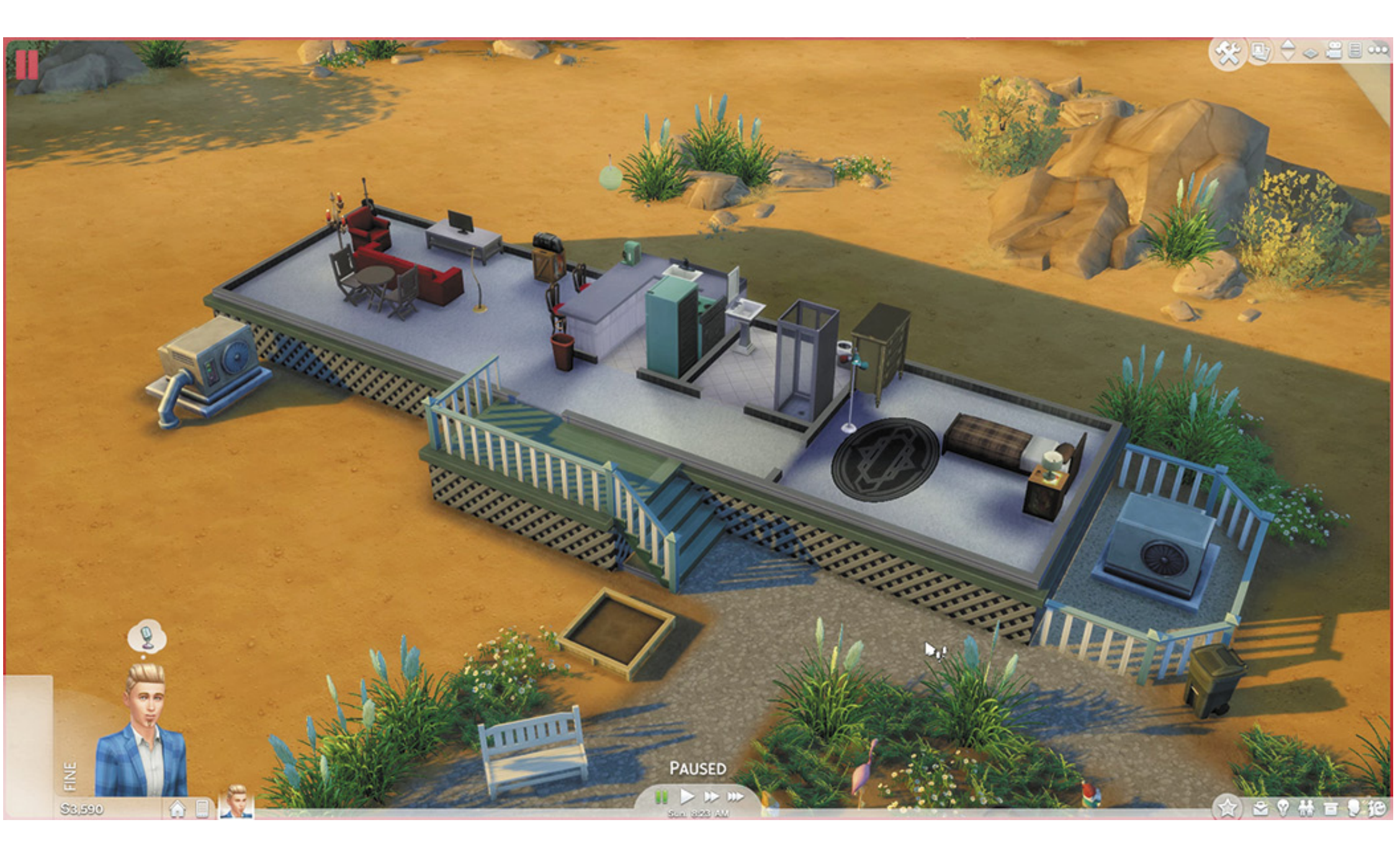
Scenario:

Johnny Zest has the stage name and the dream, but maybe not the talent…Disowned by the Landgraabs for quitting school, Johnny wants to make his own fame and fortune as a standup comedian.

Johnny lives in a single-wide trailer, which is perfect for a household of one. While he has started in a career as an entertainer, he should advance through the Comedy branch to help him achieve his Aspiration. Invest in a computer so Johnny can continue working on his Comedy skill. Get him to the social venues in the worlds such as the lounges and bars so he can practice his jokes with other Sims.



Exterior



First Floor Interior

- **Budget:** §3,590
- **House Name:** Slipshod Mesquite
- **Lot Size:** 40x30
- **Rooms:** 1br, 1ba
- **Furnished Cost:** §25,594

Household Members

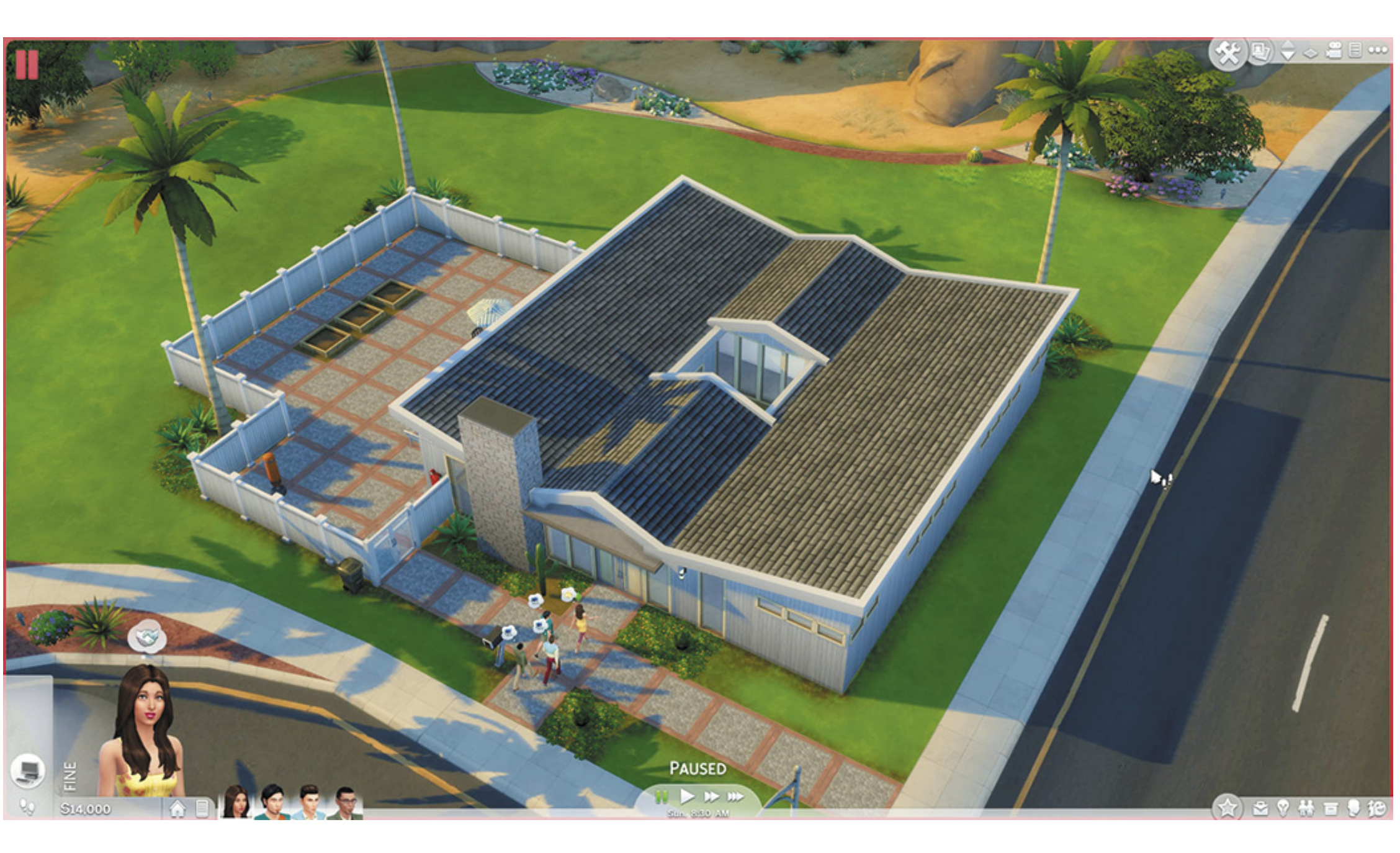
Name	Aspiration	Career (level)	Skills (level)	Traits
Johnny Zest	Joke Star	Entertainer (2)	Comedy (2)	Ambitious, Goofball, Gregarious, Outgoing

Roomies

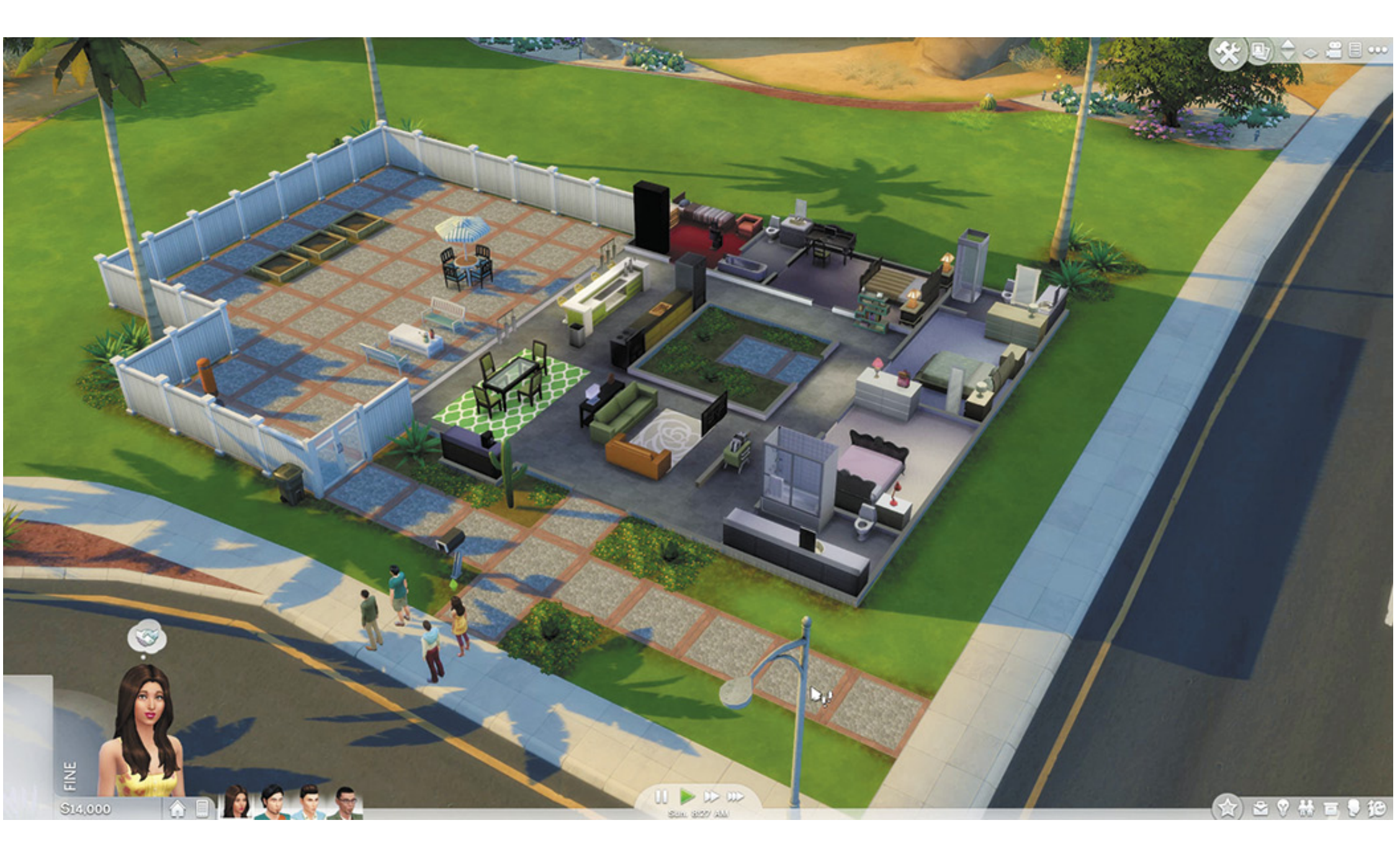
Scenario:

This household seems to have stepped right out of a TV sitcom. What wacky misadventures will the perky Zoe, easygoing Mitchell, uptight ladies' man J, and intellectual Gavin suffer this week? Tune in and find out!

This single-story house has a bedroom for each Sim. While the men all share the Bro trait and will tend to get along, each Sim is quite different. Keeping track of them all and helping them to achieve their Aspirations and career goals can be like herding cats. Zoe needs to get a job and start working on some skills. Mitchell might consider changing to a career as an entertainer rather than stay in the culinary occupation. J should continue working on programming to further his career and Gavin can get on a computer and write all day long—with short breaks to meet his needs and socialize. After living under the same roof, some of these Sims might want to take their friendship to a romantic destination. You can help decide where it all goes.



Exterior



First Floor Interior

- **Budget:** §14,000
- **House Name:** Cacti Casa
- **Lot Size:** 40x30
- **Rooms:** 4br, 3ba
- **Furnished Cost:** §75,026

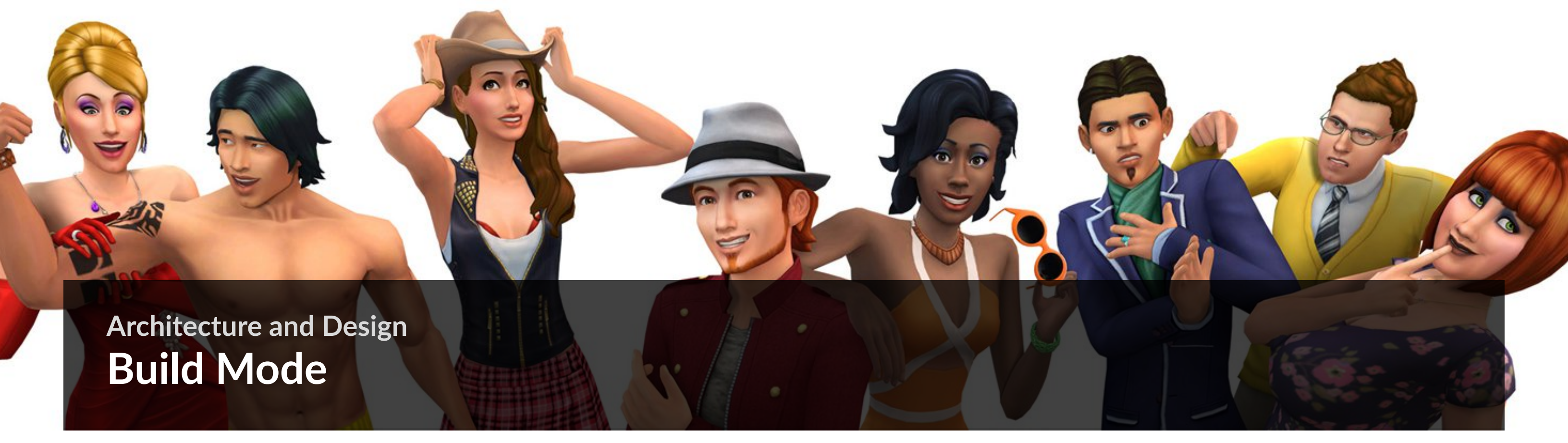
Household Members

Name	Aspiration	Career (level)	Skills (level)	Traits
Zoe Patel	Friend of the World	None	Charisma (2), Mischief (1)	Cheerful, Clumsy, Goofball, Gregarious
Mitchell Kalani	Joke Star	Culinary (1)	Comedy (2), Mixology (2)	Bro, Gregarious, Lazy, Outgoing
J Huntington III	Bodybuilder	Tech Guru (2)	Fitness (2), Programming (2)	Active, Bro, High Metabolism, Noncommittal
Gavin Richards	Bestselling Author	Writer (2)	Writing (3)	Bro, Creative, Muser, Neat

Architecture and Design

Introduction

Controlling the lives of several Sims can be entertaining and exciting. However if your Sims live in a pre-fabricated home, you are missing out on half of the fun. *The Sims 4*contains a complete Build Mode where you can construct your own home from the ground up. You can also use this mode to renovate your existing home plus furnish and decorate your home. If you are not already excited to get started, you soon will be. This chapter walks you through the basics of construction and then offers step-by-step tips for building a home. However, these steps only serve as suggestion and starting point. Each designer has their own method, and as you practice using Build Mode, you too will develop your own method and style.



Architecture and Design

Build Mode

There are two different modes when you start a game of *The Sims 4*. Live Mode is where you spend a lot of time during the game as your Sims go about their daily lives. However, if you click on the large Hammer and Wrench icon in the screen's upper right corner, Live Mode pauses, and you enter Build Mode.

Tools

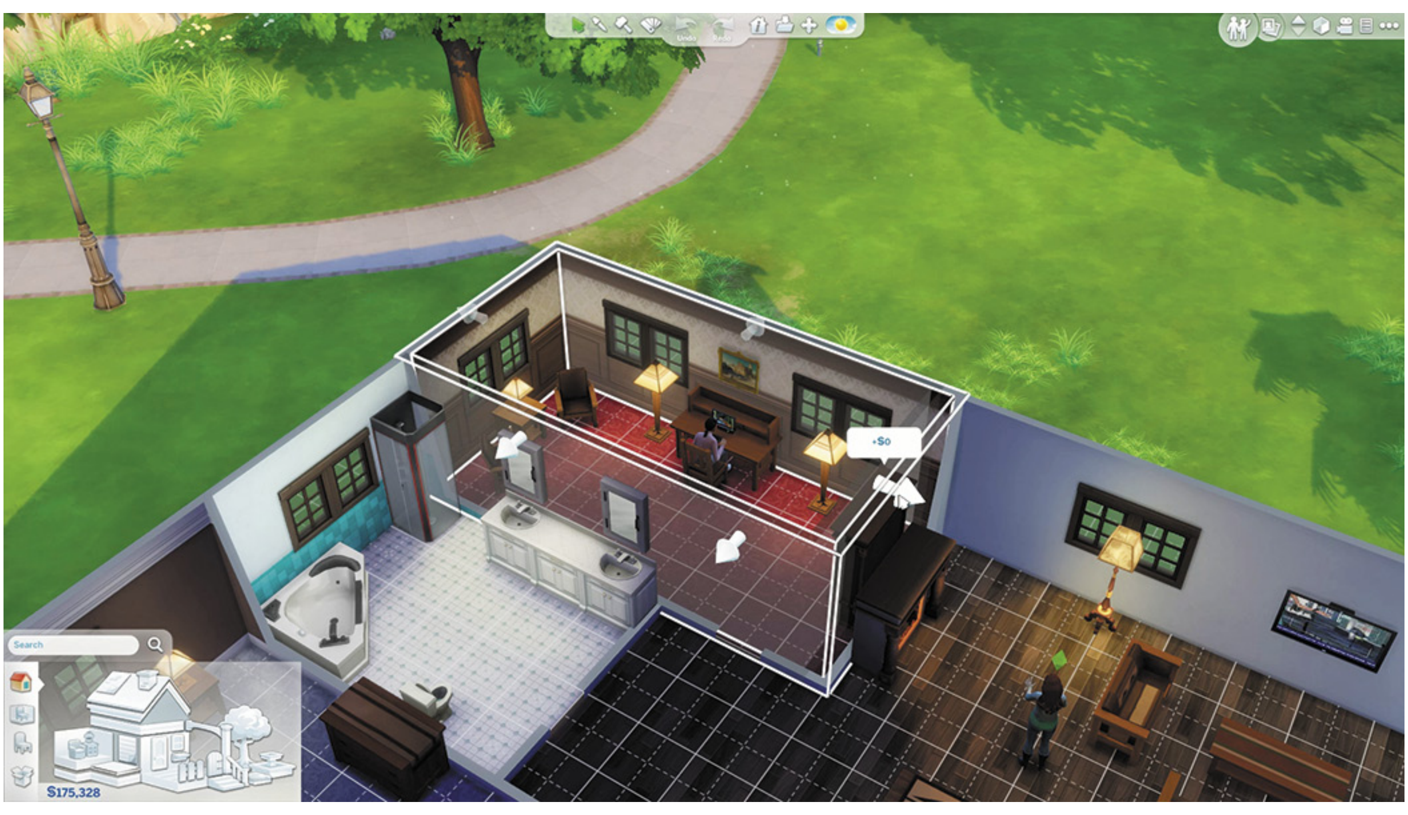
Build Mode is easy to use and quite intuitive. Veterans of previous Sims games may find many similarities as well as a few differences. When you enter Build Mode, a toolbar appears at the top of the screen. Clicking on the four icons on the left side of the toolbar changes the cursor to the desired tool.

Tip

The Sims 4 uses new camera controls. However, you can toggle to The Sims 3 Legacy Cam by pressing CTRL+SHIFT+TAB. Or you can select your camera control choice in the options menu.

With the Select tool, you can manipulate things. Click on a wall or a room to open a control menu that allows you to rotate a room or drag walls or parts of the room to change its dimensions. If you click on an object, you select it. Then drag the mouse to move it around or right click to rotate the object into the right position.

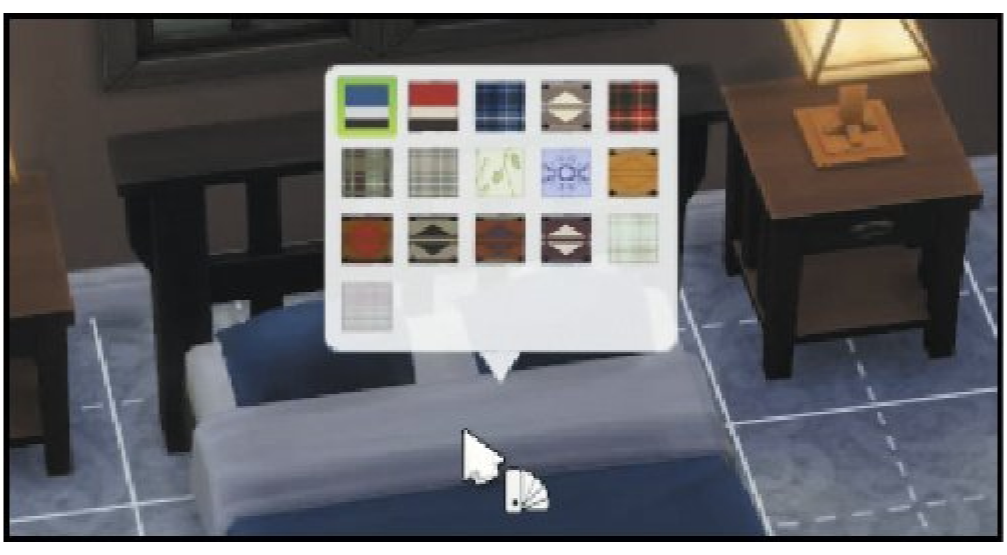
Build Mode is where you can build a home from scratch, renovate your existing home, or just change the furnishings and decorations.



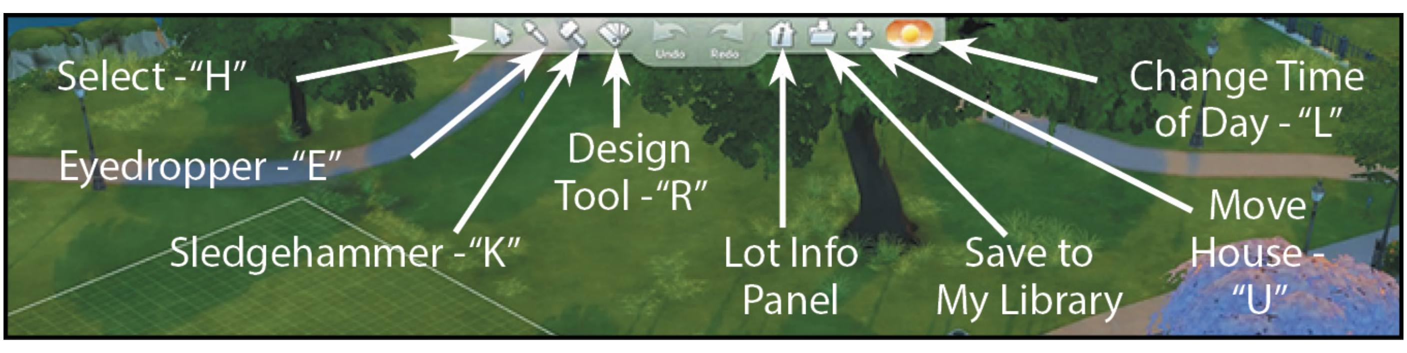
The Eyedropper tool is a copy tool that lets you click on an object or wall/floor pattern and create a copy of it. After selecting something with the Eyedropper, a copy of that item appears under the cursor and the object catalog opens to the appropriate category.

Need to get rid of a wall or an object? Select the Sledgehammer tool and what- ever you click on will be deleted. While using the Sledgehammer tool, the item the cursor is over will be highlighted to let you know exactly what is getting deleted.

Use the Design tool to change the design or color of objects. Select it and then click on an object. If it has more than one design, a menu showing the choices appears and allows you to see the various options for that object. This is an easy way to change the color scheme of several objects in a room without actually changing the objects themselves.

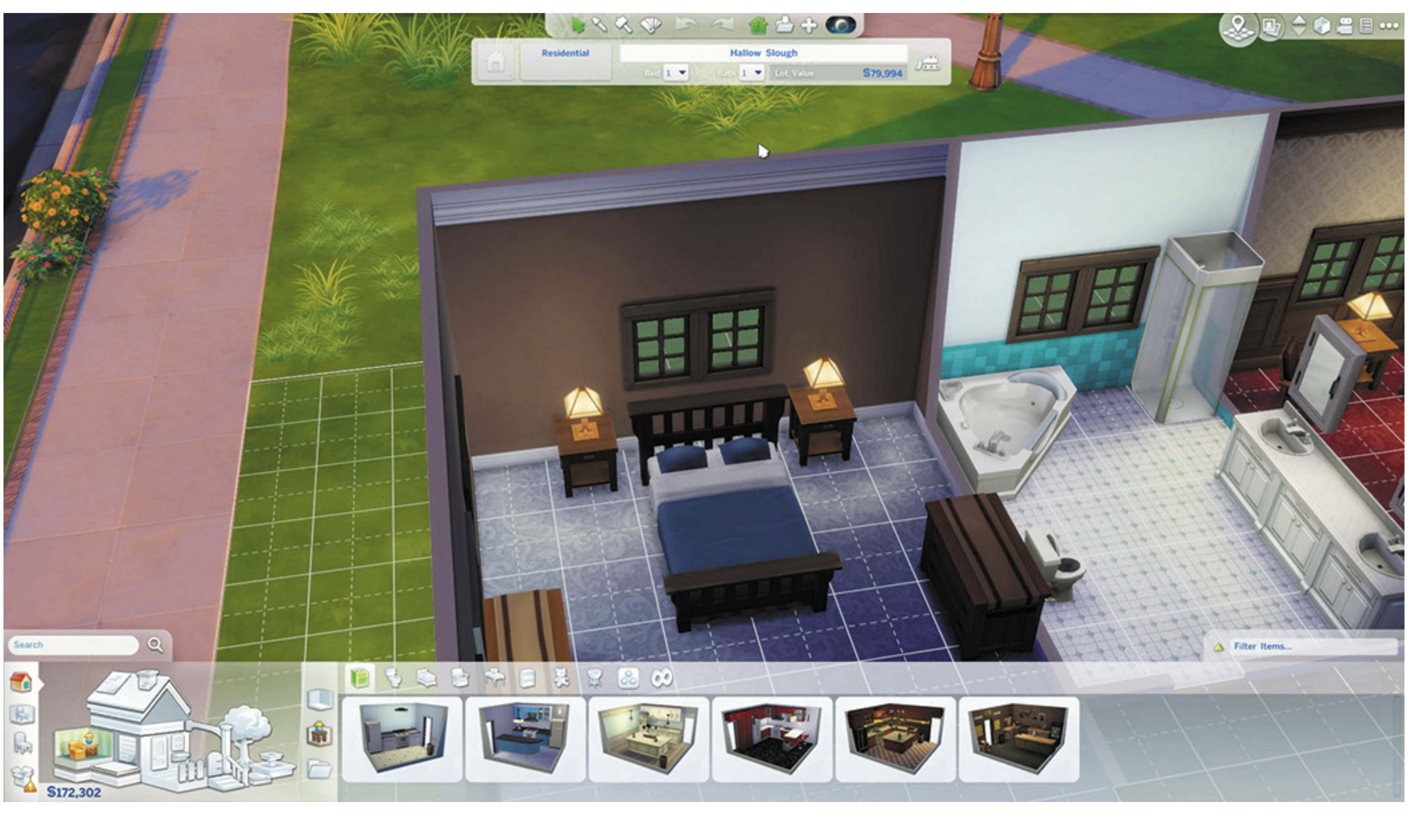


The Design Tool lets you change the design or color of objects that you have already placed in your home.



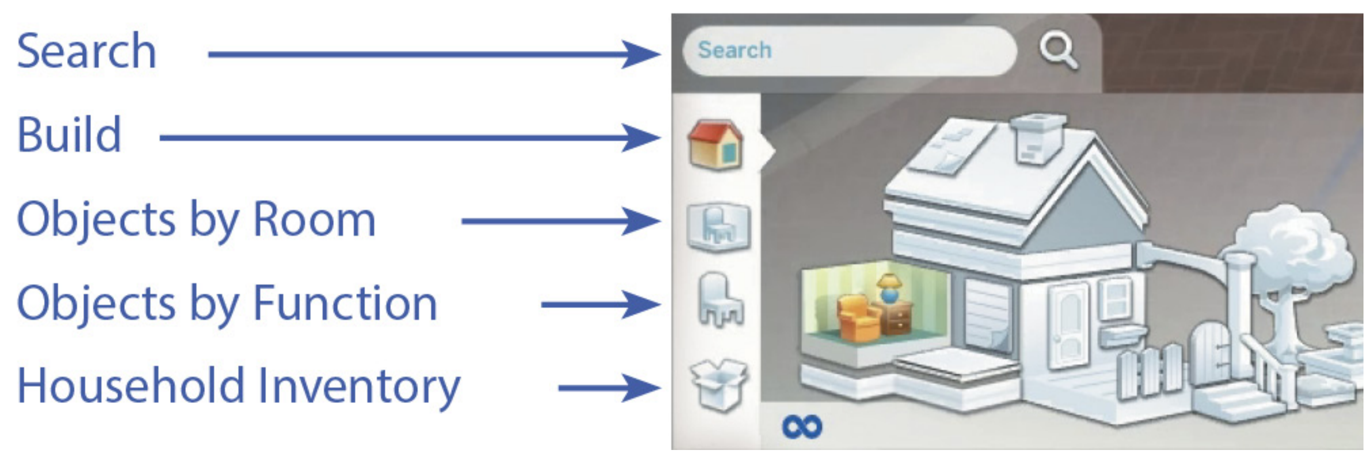
Many of the selections on the Build Mode toolbar have hotkeys which you can use to quickly access these functions.

On the right side of the Build Mode toolbar, you can find some other useful choices. The Lot Info Panel button opens up this panel where you can input information about the lot that will appear on the community map. You can choose to change the name of the lot and designate how many bedrooms and bathrooms the house contains. This panel also shows you the Lot Value for the lot which includes the cost of the lot itself as well as the home and all of the furnishings you have included. This is the price Sims would have to pay to buy the house as is. If you want to clear off an existing structure (and everything else) from a lot and start from scratch, the Lot Info Panel also has a button to Bulldoze Lot. That will do the job for you.



Once you've finished customizing your house, you can save it to your Gallery. This lets you put this house onto that same lot if you start a new game. You can also share your lots with friends and the community if you choose to do so from your Gallery. With the "Save to My Gallery" option on the tool bar, you can save your entire home or even just a single room of which you are especially proud. Sometimes you get your house just how you like it, but need to move it a bit so something else will fit on the lot. Not to worry. Click on the Move House icon and then you can move the entire house all at once. Be sure to click on the roof or a room when moving a house. Finally, the Time of Day button lets you cycle through different natural lighting at morning, afternoon, evening, and night. Select night to see if you have enough lights both in your home as well as on the exterior.

Build Catalog



In addition to the toolbar, Build Mode also features a slick build catalog to help you navigate through Build features and Objects. In the lower left corner of the screen you will find Search, Build, Objects By Room, Objects By Function, and Household Inventory. You can search for a specific type of object by typing a name or word in the search box. Build lets you choose features by selecting different components of the diagram of the house. This is the main function you will use in constructing a house. You can also select objects by room which is useful for furnishing. Or you can choose objects by function. Finally, the household inventory is where you can store items you have purchased, collected, or earned as rewards; you can also sell items from here.

Architecture and Design

Building a House

Building a house is not very difficult, although it can seem overwhelming at first. In fact, the first few times you build a home, expect it to be a learning experience. Even experienced home builders go back with a sledgehammer at times to make little changes as they work on a house. Therefore, the best way to learn how to build a house is to...build a house. So let's get started.

There are three ways to build: move into a pre-made home, construct a new home using pre-made rooms (Styled Rooms), or from scratch starting on an empty lot.

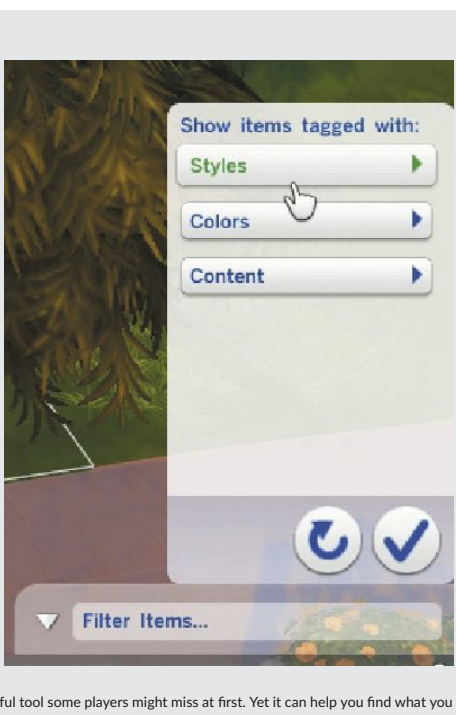
Tip

Remember that if you make a mistake, it's easy to fix by moving the rooms and walls around. No need to delete and build from scratch.

Note

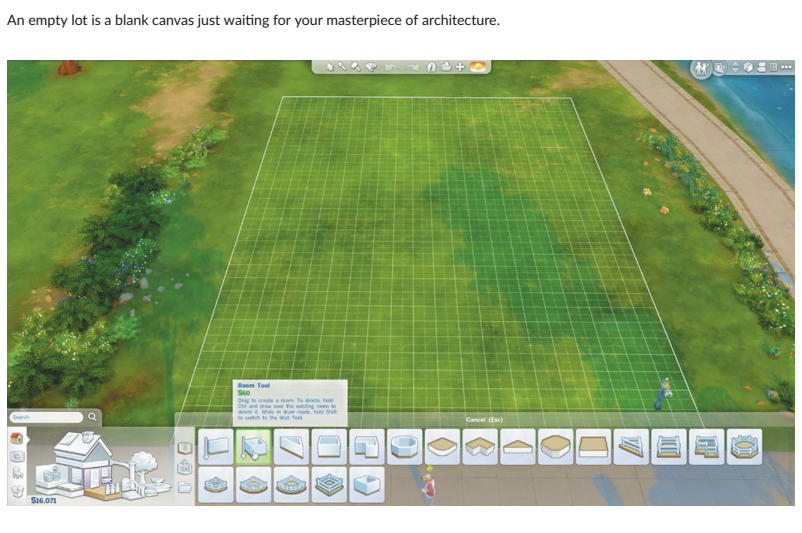
If you are tight on funds and want to build a home you can't afford, then save up so you can buy it—go to the main menu and select Manage World. This allows you to pick a lot and then select Build. When doing this, you have an unlimited number of Simoleons to spend and can build to your heart's content.

Using the Filter



Build Mode has a powerful tool some players might miss at first. Yet it can help you find what you need quickly. Click on filter menu that appears over the catalog to open the filter menu. Then you can choose from several styles, colors, and content (unlocks or purchased). For example, if you want to maintain a specific style for your home, such as Gothic Farmhouse or Queen Anne, you can use the style filter to ensure that only those selections that fit your style appear for you to choose.

An empty lot is a blank canvas just waiting for your masterpiece of architecture.

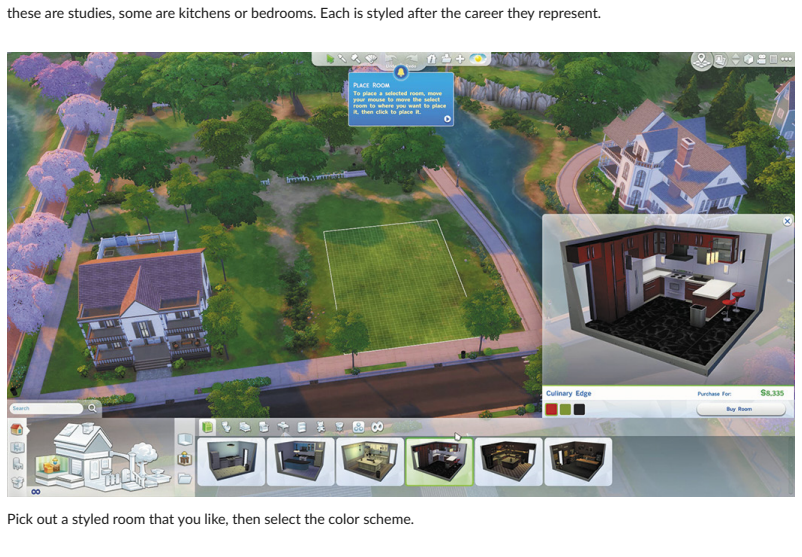


Note

If you have played previousThe Sims games, you might be used to laying a foundation for your house as the first step. In *The Sims 4*, you don't have to do that. The foundation can be added by adjusting the foundation height slider after you have built a room on the ground floor. Later on you can edit the foundation height and style if you wish, but don't worry about it when creating your rooms.

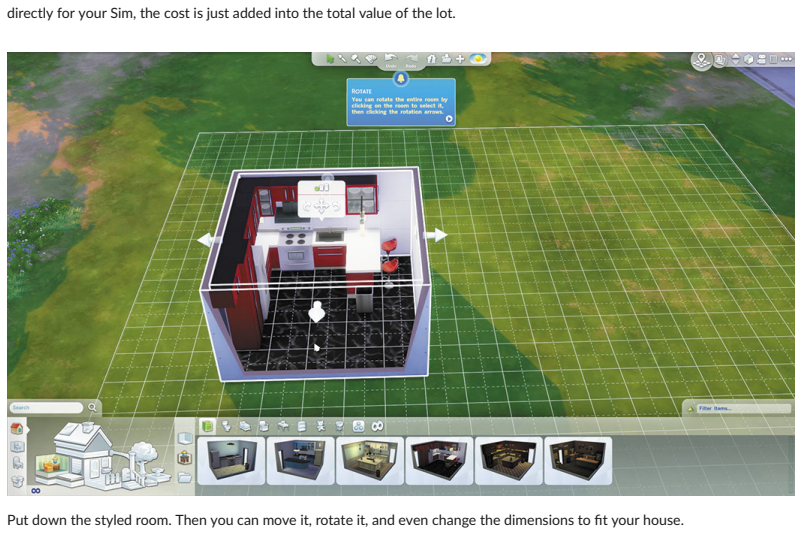
Styled Rooms

One of the new features in *The Sims 4* are styled rooms. They allow you to build and furnish a home in a matter of minutes. From the Build menu, select Styled Rooms. There are several choices for each of the main types of rooms including kitchen, bathroom, bedroom, dining room, living room, study, and kid's room. There are even outdoor styled rooms that you can use for instant patios or yards. Plus there are 16 career rooms that are only unlocked by reaching level 10 in a career. While most of these are studies, some are kitchens or bedrooms. Each is styled after the career they represent.



Pick out a styled room that you like, then select the color scheme.

When using styled rooms, you first select the type of room, then the style, and finally a color scheme. Styles and color schemes flow through the different types of rooms, so you can pick one of each type of room and have them already coordinated for your home. Once you decide which room you want, select "Buy Room" to purchase it. If you're just building for fun and not directly for your Sim, the cost is just added into the total value of the lot.

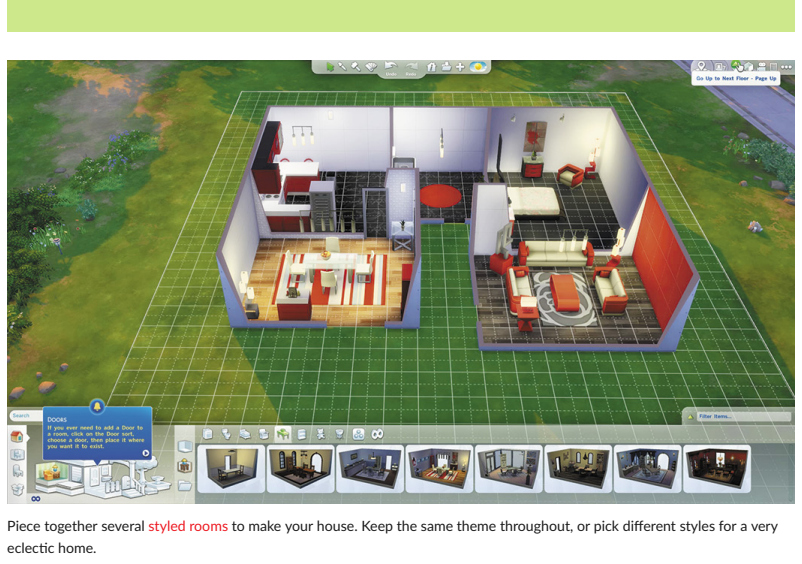


Put down the styled room. Then you can move it, rotate it, and even change the dimensions to fit your house.

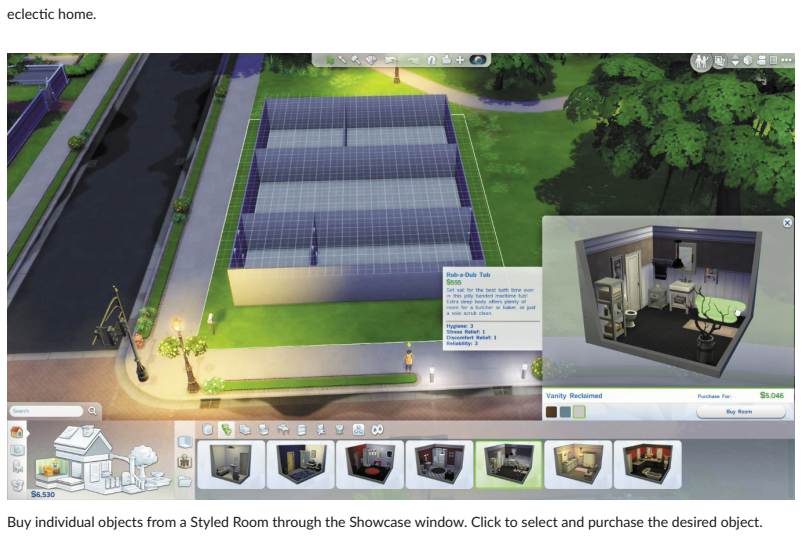
Place the room onto the lot. You don't even need to use any of the Room tools. These styled rooms can be rotated and moved—you can even drag the walls to change the dimensions of each room. Each room has a door or opening already created. You can try to line up the rooms so the doors connect them. Or just wait until you have the rooms all arranged how you like and then go through and put in new ones. Finally, you can use the Room tool or the Wall tool to fill in any gaps or to create a hallway or entryway for your home. Put in a front door, decorate the exterior of your house, put on a roof, and you are done. The furnishings are already in the rooms and the house is ready to move into.

Tip

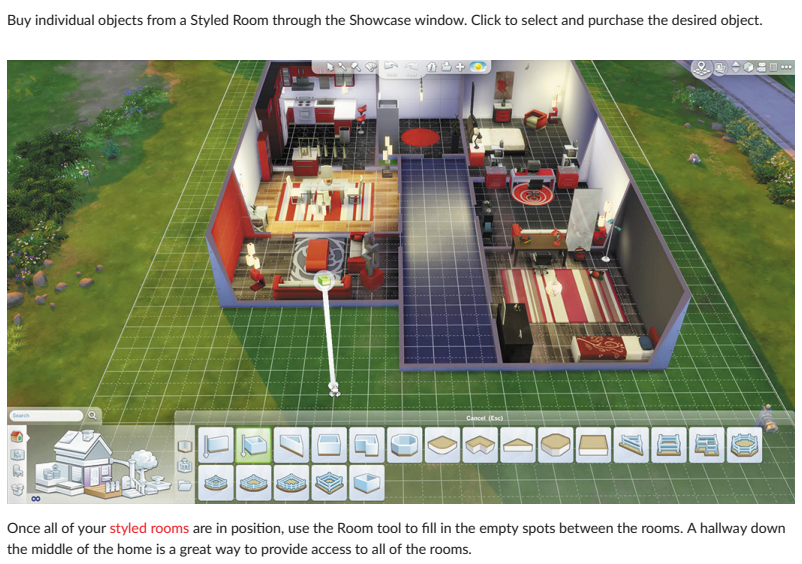
Double click on the small catalog thumbnail to quickly select a room.



Piece together several styled rooms to make your house. Keep the same theme throughout, or pick different styles for a very eclectic home.



Buy individual objects from a Styled Room through the Showcase window. Click to select and purchase the desired object.



Once all of your styled rooms are in position, use the Room tool to fill in the empty spots between the rooms. A hallway down the middle of the home is a great way to provide access to all of the rooms.

Tip

Do you really like your house and want to add on, but don't have room on your current lot? Or wish you lived in a better neighborhood? What if you could pick up your house and move it to another lot? You can! Save your lot to the Gallery. Then return to the Manage World screen and select a different lot. Go into that lot in Build Mode. Then go to the Gallery (from the menu bar on the screen's upper right corner) and select the lot you saved. Finally, choose to place your saved lot onto the current lot. You can even decide whether you want to import just the home by itself or with all of the furnishings. An exact duplicate of your original house is now in a different neighborhood.

Walls and Empty Rooms

In the Build menu, click on the wall portion of the home next to the front door to select the Walls and Empty Rooms menu. This is where you lay out the main shape of your home and determine the size and position of the various rooms.

Tip

Press the "B" key to quickly select the wall tool while in Build Mode.

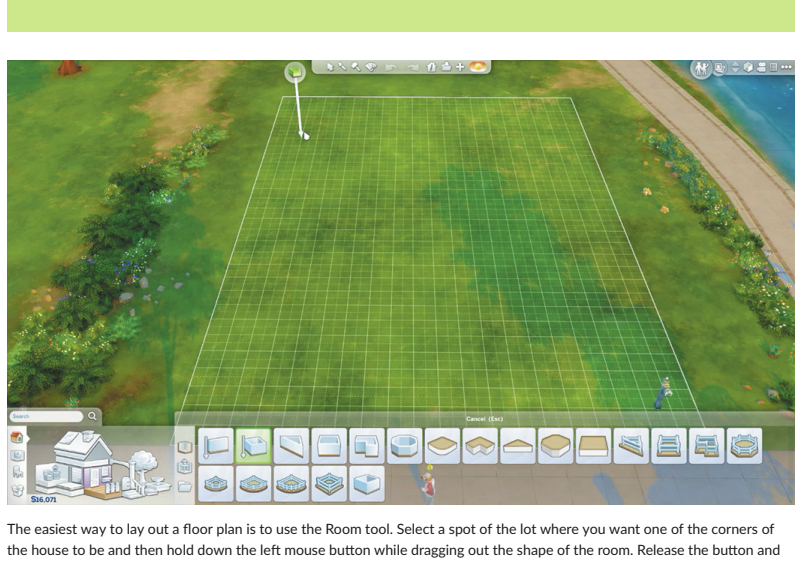
In the Walls and Empty Rooms menu, you can build walls, rooms, and even decks. There are several tools within this category and they include:

- Wall Tool
- Flat Square
- Room Tool
- Triangular Deck
- Triangular Room
- Square Deck
- Square Room
- L-Shaped Deck
- L-Shaped Room
- Octagon Deck
- Octagonal Room
- Rounded Deck
- Flat Round
- Rounded Deck (Large)
- Flat L-Shape
- Rounded Deck (X-Large)
- Flat Triangle
- Square Deck (Diagonal)
- Flat Octagon (Diagonal)
- Square Room (Diagonal)

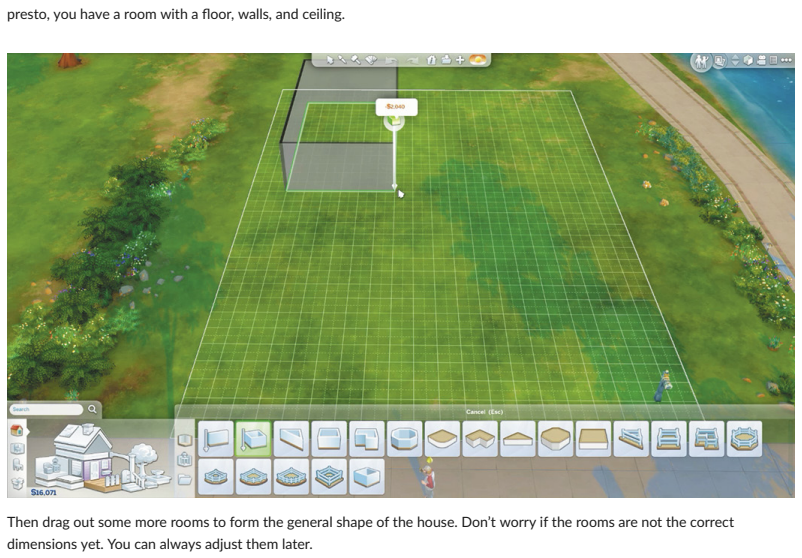
However for this step, we are focusing on rooms. You can select the Room tool, which allows you to drag out a square or rectangular room as small or as large as you like. Or, you can select the Square Room option and place a room onto the lot. Then click on the room and drag the walls to change the shape and size of the room. If you want a triangular, L-shaped, or octagonal room, you first place the room and then select it and drag the walls to get them to the correct dimensions.

Tip

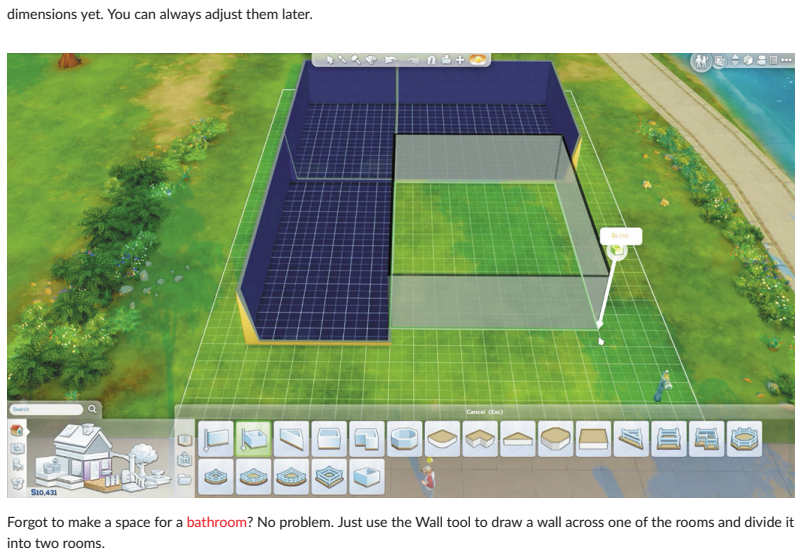
When using the Wall Tool, hold down the Shift key to momentarily change to Room Tool. You can also use the Shift key to change the Room Tool to the Wall tool while you hold it down. Hold down the CTRL key while using these tools to delete sections of walls or rooms.



The easiest way to lay out a floor plan is to use the Room tool. Select a spot of the lot where you want one of the corners of the house to be and then hold down the left mouse button while dragging out the shape of the room. Release the button and presto, you have a room with a floor, walls, and ceiling.

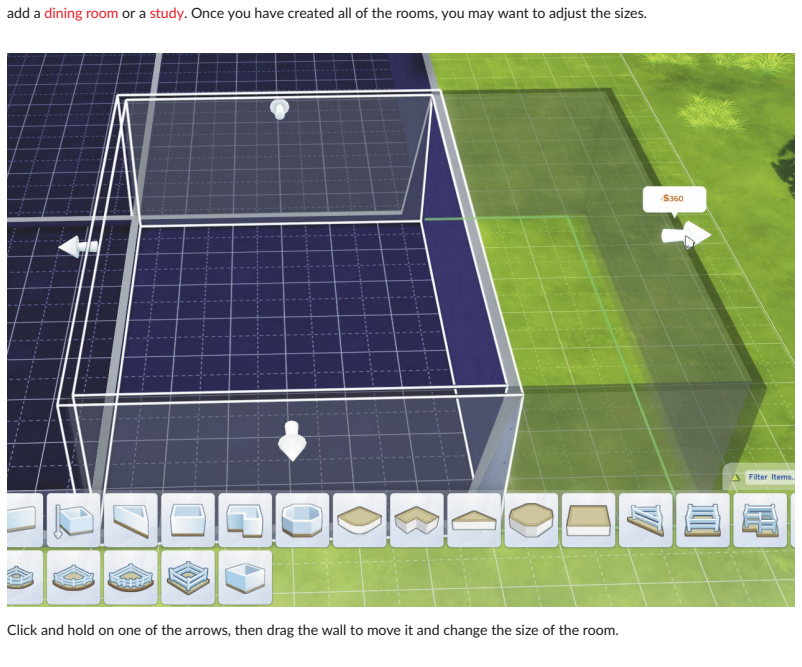


Then drag out some more rooms to form the general shape of the house. Don't worry if the rooms are not the correct dimensions yet. You can always adjust them later.



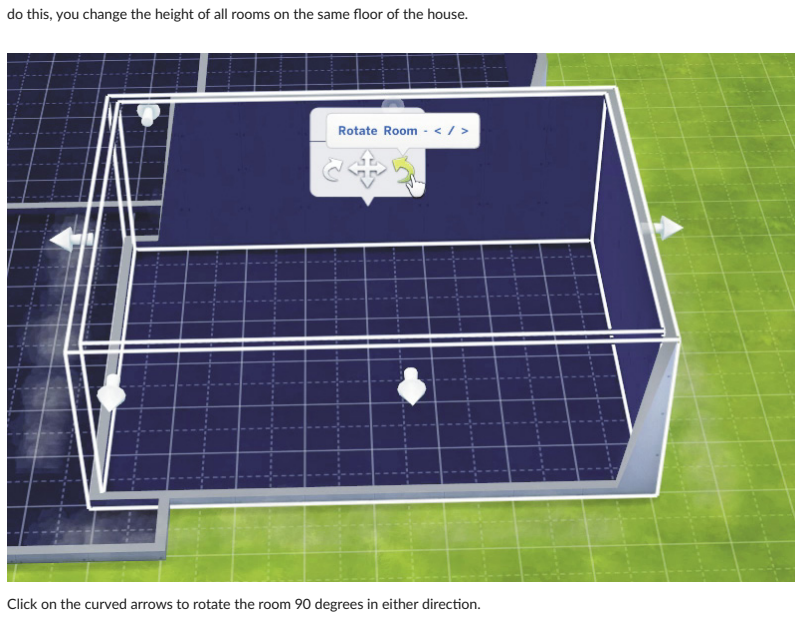
Forgot to make a space for a bathroom? No problem. Just use the Wall tool to draw a wall across one of the rooms and divide it into two rooms.

Some players choose to stick with just square or rectangular rooms for their first home. The other shapes are a lot of fun, but can get tricky at times. For basic homes you need a kitchen, a living room, a bedroom, and a bathroom. You may also want to add a dining room or a study. Once you have created all of the rooms, you may want to adjust the sizes.



Click and hold on one of the arrows, then drag the wall to move it and change the size of the room.

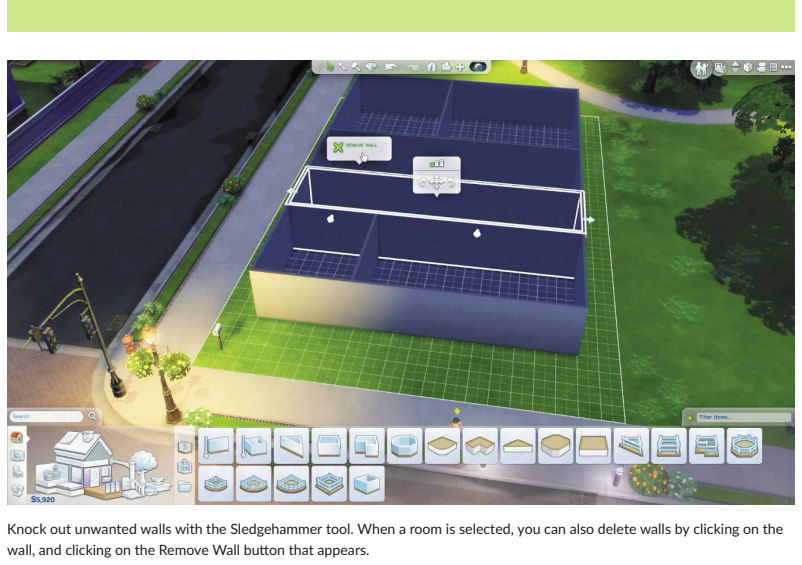
With the Select tool, just click on a wall and an outline of that room appears with arrows on each wall. Click on a wall, then click and hold down the mouse button while on a wall arrow. Then drag the wall arrow to move it. While a room is selected, you can also rotate it 90 degrees in either direction, move the entire room, or even change the height of the walls. When you do this, you change the height of all rooms on the same floor of the house.



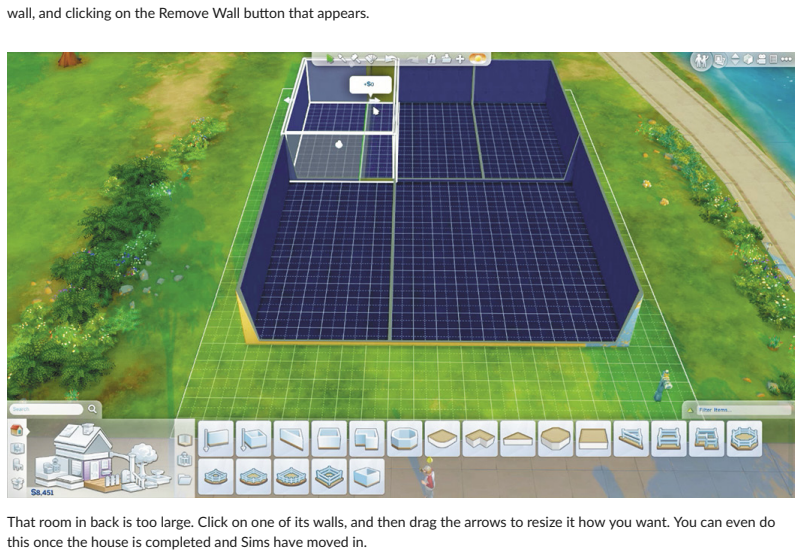
Click on the curved arrows to rotate the room 90 degrees in either direction.

Tip

Some players like to create one large room for the entire floor of their house with the Room tool or one of the shaped rooms and then use the Wall tool to divide it up into separate rooms. That works as well and can be a good idea if you want to use the triangle, L-shaped, or octagonal rooms as the shape of the outer walls of your home. For a challenge, try designing an octagonal home. It can be fun dividing up the interior into rooms.

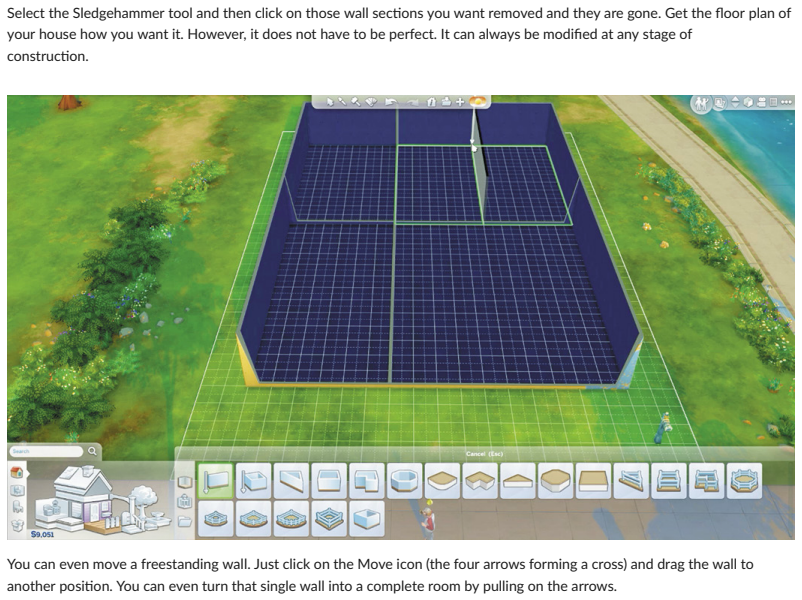


Knock out unwanted walls with the Sledgehammer tool. When a room is selected, you can also delete walls by clicking on the wall, and clicking on the Remove Wall button that appears.

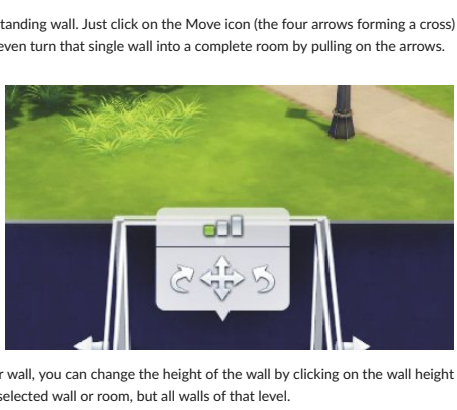


That room in back is too large. Click on one of its walls, and then drag the arrows to resize it how you want. You can even do this once the house is completed and Sims have moved in.

You may not want walls completely dividing all of your rooms. For example, maybe you want an opening that leads from your living room to your dining room and kitchen. Because walls divide these rooms, you just need to remove a few wall sections. Select the Sledgehammer tool and then click on those wall sections you want removed and they are gone. Get the floor plan of your house how you want it. However, it does not have to be perfect. It can always be modified at any stage of construction.



You can even move a freestanding wall. Just click on the Move icon (the four arrows forming a cross) and drag the wall to another position. You can even turn that single wall into a complete room by pulling on the arrows.



When you select a room or wall, you can change the height of the wall by clicking on the wall height buttons. This not only changes the height of the selected wall or room, but all walls of that level.

Wall Patterns and Floor Patterns

Now that the walls are where you want them—or at least where you think you want them for now—you are ready to do a bit of decorating. It's time to pick a new menu. Click on the textured wall square on the side of the house in the Build menu to open up all of the wall covering options. You can choose to put these patterns one wall segment at a time or apply it to the entire room. There are several types of wall patterns including:

- Paint
- Masonry
- Wallpaper
- Rock and Stone
- Tile
- Siding
- Paneling

Pick what you want and then click on a wall panel to change it to the color and texture of your choice. Wall patterns run between $2 and $12 per wall section. The fancier patterns are more expensive. Of course, drywall is free.

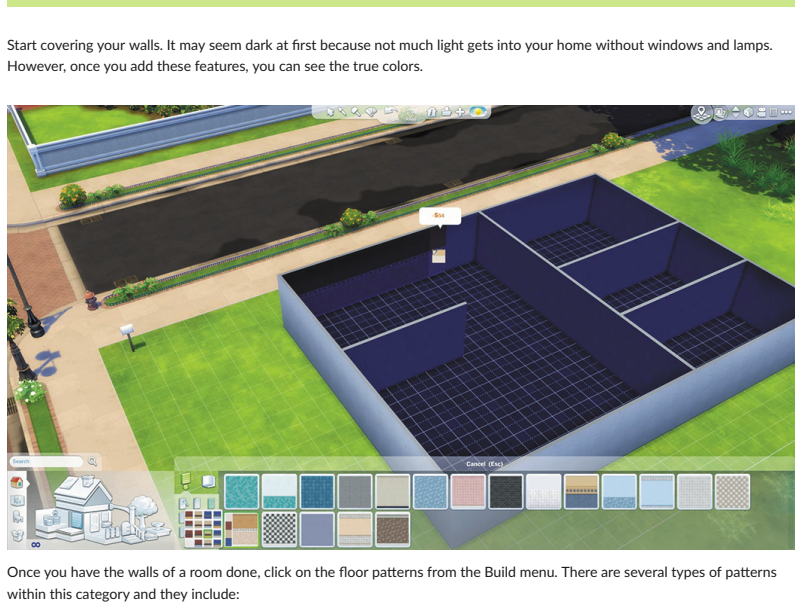
Note

Sims really do care about how a room looks. Objects in a room affect your Sims. Many have attributes that improve the environment and provide positive moodlets for Sims—so be sure to use these to decorate a room. On the other hand, if you just leave the room unfinished with drywall, Sims actually get a negative moodlet. So spend a little extra and make your rooms look nice. In fact, when you get to furnishing your rooms, be sure to put some art or other objects on the walls. The moodlet modifiers all add up to help your Sims have good emotions. This info is found in the object info panel when you scroll over objects.

Tip

Hold down the Shift key while clicking on a wall section or floor tile to automatically apply the pattern to the entire room. Hold down the Alt key to apply the pattern to all of a single wall or a contiguous pattern on the floor.

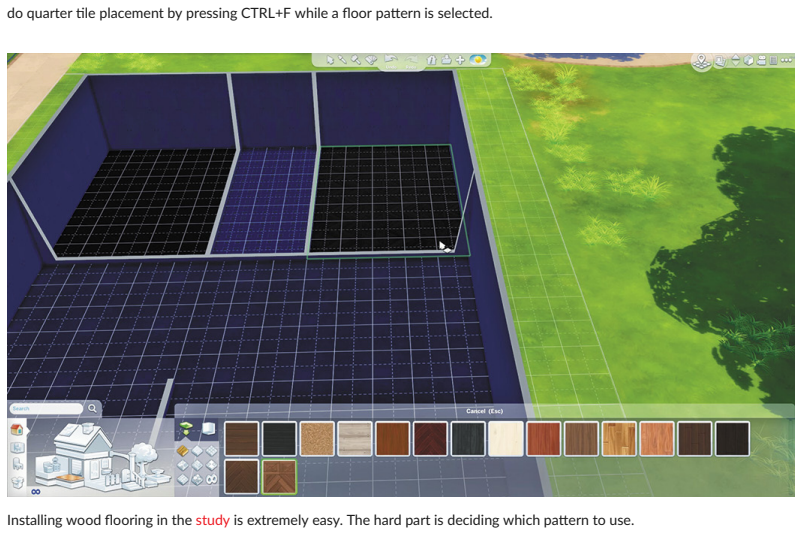
Start covering your walls. It may seem dark at first because not much light gets into your home without windows and lamps. However, once you add these features, you can see the true colors.



Once you have the walls of a room done, click on the floor patterns from the Build menu. There are several types of patterns within this category and they include:

- Wood
- Linoleum
- Carpet
- Metal
- Tile
- Outdoor
- Stone

Once you pick a pattern, then select a color within that pattern and then lay down your floor covering. You can put it down one tile at a time, hold SHIFT to cover the entire room, or drag it wherever you want. You may even want to use different patterns in the same room to create an original floor or wall design. Floor patterns run between $4 and $20 per floor tile. You can also do quarter tile placement by pressing CTRL+F while a floor pattern is selected.



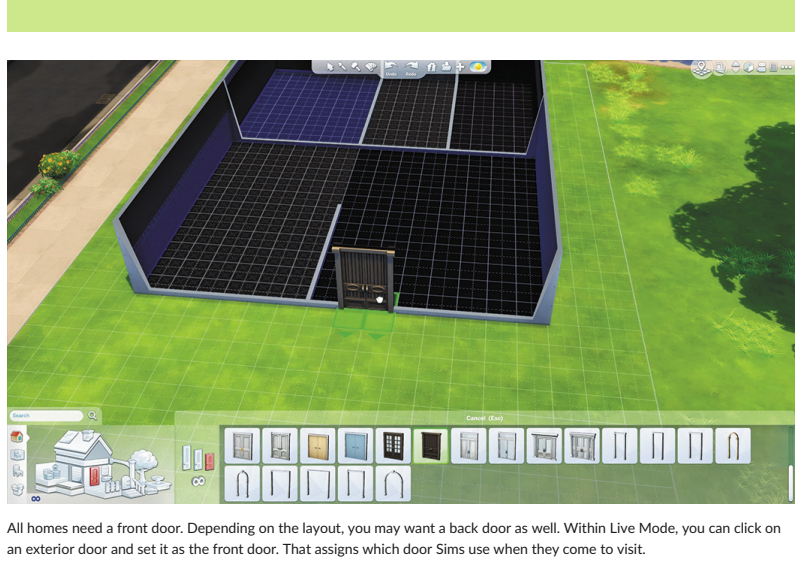
Installing wood flooring in the study is extremely easy. The hard part is deciding which pattern to use.

Doors

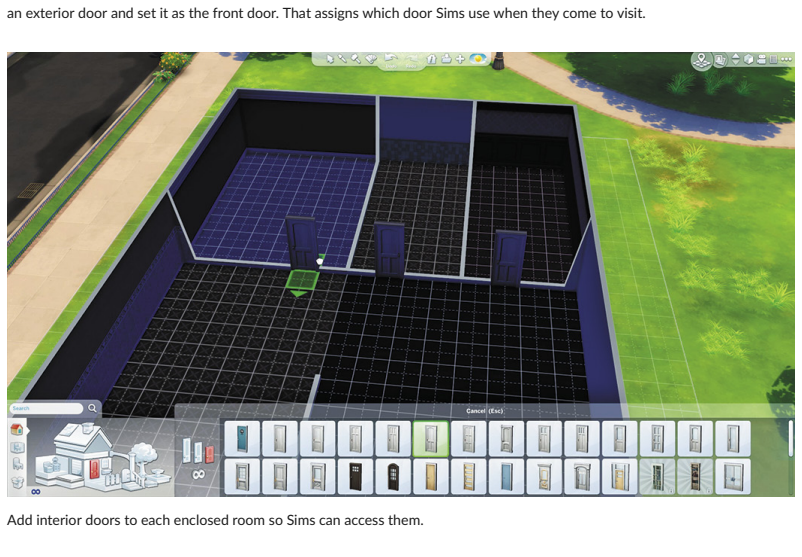
If you're going to get your Sims into your house and then between rooms you'll need some doors. Click on the door on the house in the Build menu and then choose from the large selection of doors. Some doors are more appropriate for exterior doors while others are for interiors. However, you can put them wherever you want. Your home must have at least one exterior door. However, some like to put a door on the back or side of the house as well. You also need doors into each room that is complete enclosed so Sims can get to these rooms. To install a door, select the door you want from the menu and then move the cursor with the door attached to a location on the wall where you want the door.

Tip

Glass doors can double as windows. They let light into a room and can reduce the need for putting a window along an exterior wall.



All homes need a front door. Depending on the layout, you may want a back door as well. Within Live Mode, you can click on an exterior door and set it as the front door. That assigns which door Sims use when they come to visit.



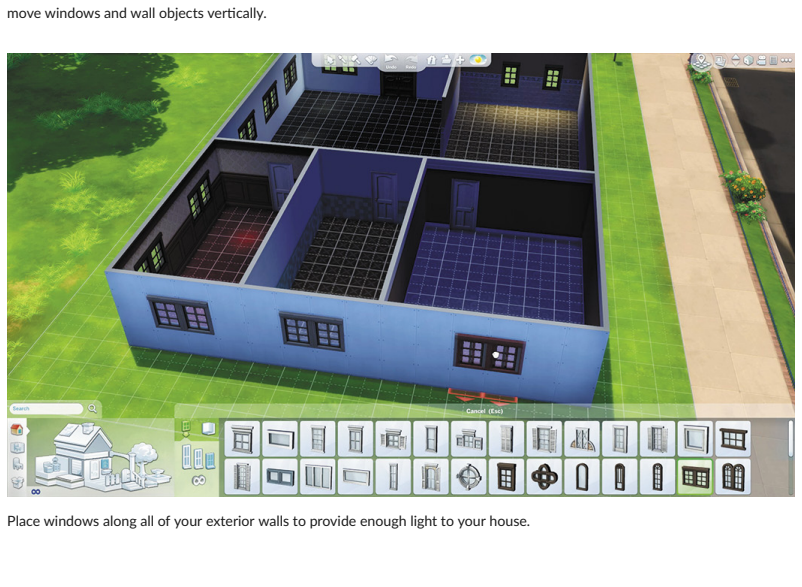
Add interior doors to each enclosed room so Sims can access them.

Tip

Doors and windows are organized according to height. By changing the height of your walls, you can use different types of doors and windows.

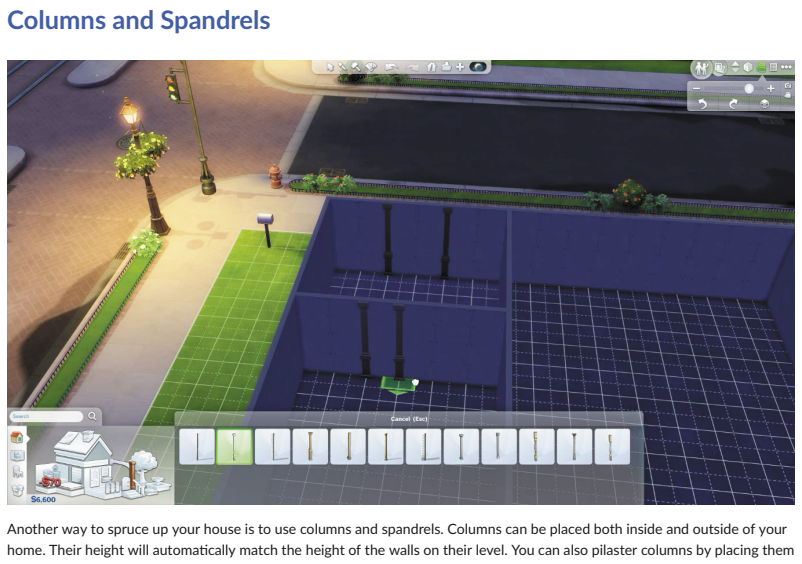
Windows

Windows are important because they help provide lighting to your home during the day. You can choose to add one window at a time, or you can also choose to add windows to an entire room with one click. From the Build menu, select which placement mode you want to use and then select the windows you would like to add. Adding a window is similar to adding a door. However, while a door has to be positioned along the floor, you have a bit more flexibility with windows because now you can move windows and wall objects vertically.



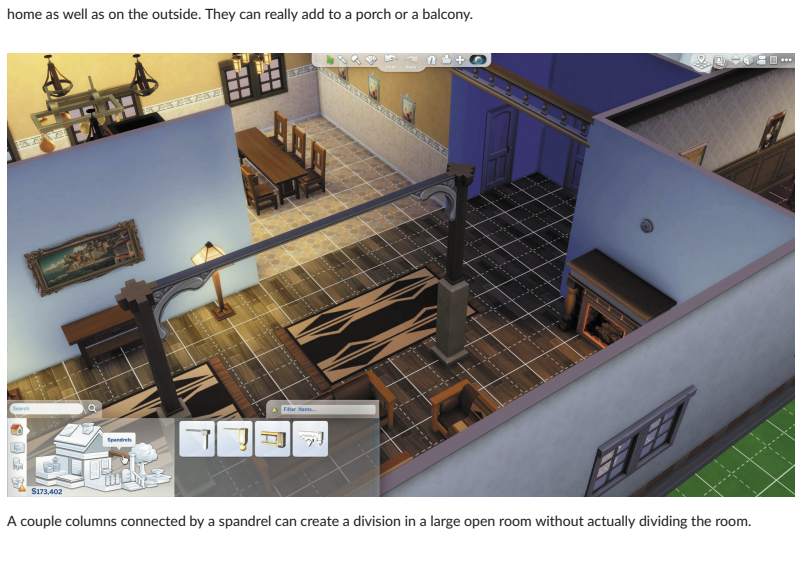
Place windows along all of your exterior walls to provide enough light to your house.

Columns and Spandrels



Another way to spruce up your house is to use columns and spandrels. Columns can be placed both inside and outside of your home. Their height will automatically match the height of the walls on their level. You can also place plaster columns by placing them against a Wall or corner of a room.

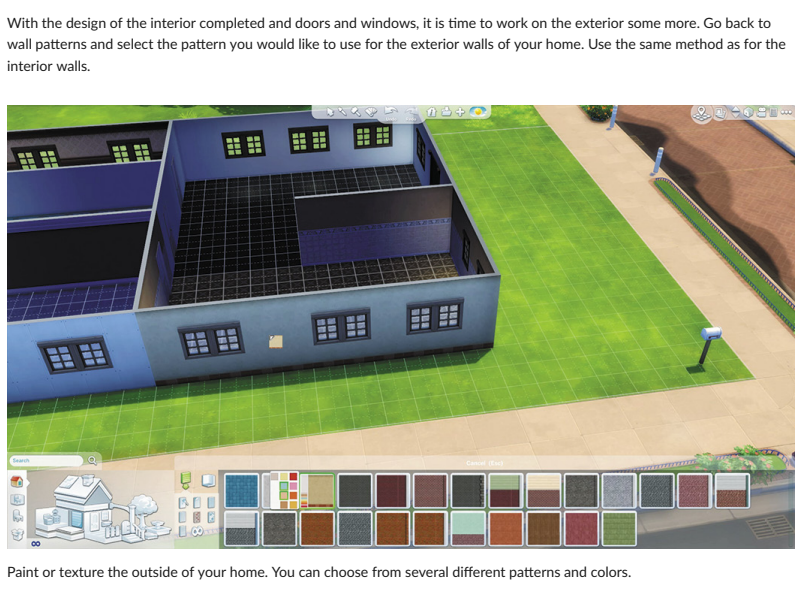
Spandrels are a type of decoration that extend across the top of wall or decks. You can simply replace existing walls or place them on top of decks and foundation fences for a decorative touch. Try using spandrels to connect columns both inside your home as well as on the outside. They can really add to a porch or a balcony.



A couple columns connected by a spandrel can create a division in a large open room without actually dividing the room.

Exterior and Roof

With the design of the interior completed and doors and windows, it is time to work on the exterior some more. Go back to wall patterns and select the pattern you would like to use for the exterior walls of your home. Use the same method as for the interior walls.

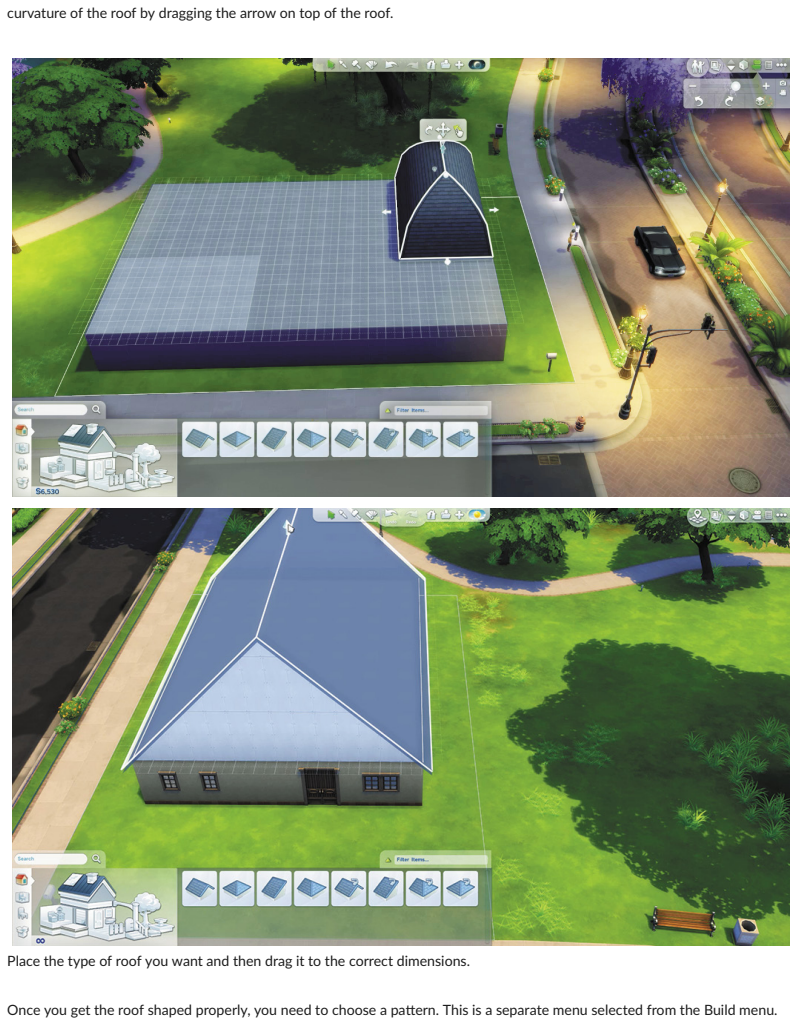


Paint or texture the outside of your home. You can choose from several different patterns and colors.

Now click on the roof in the Build menu to see your options for a roof. There are eight different choices. They include the following:

- Gabled
- Gabled (Diagonal)
- Hipped
- Hipped (Diagonal)
- Half Gabled
- Half Gabled (Diagonal)
- Half-Hipped
- Half-Hipped (Diagonal)

Putting a roof on a house is fairly easy. Select the type you want and then place it on the corner of the top of your house. It will be small to begin with. Now click on arrows and drag the roof to cover your house. You may want the roof to extend past the walls of your home so you have an overhang. Once the roof covers your house, you can then adjust the pitch, height, and curvature of the roof by dragging the arrow on top of the roof.

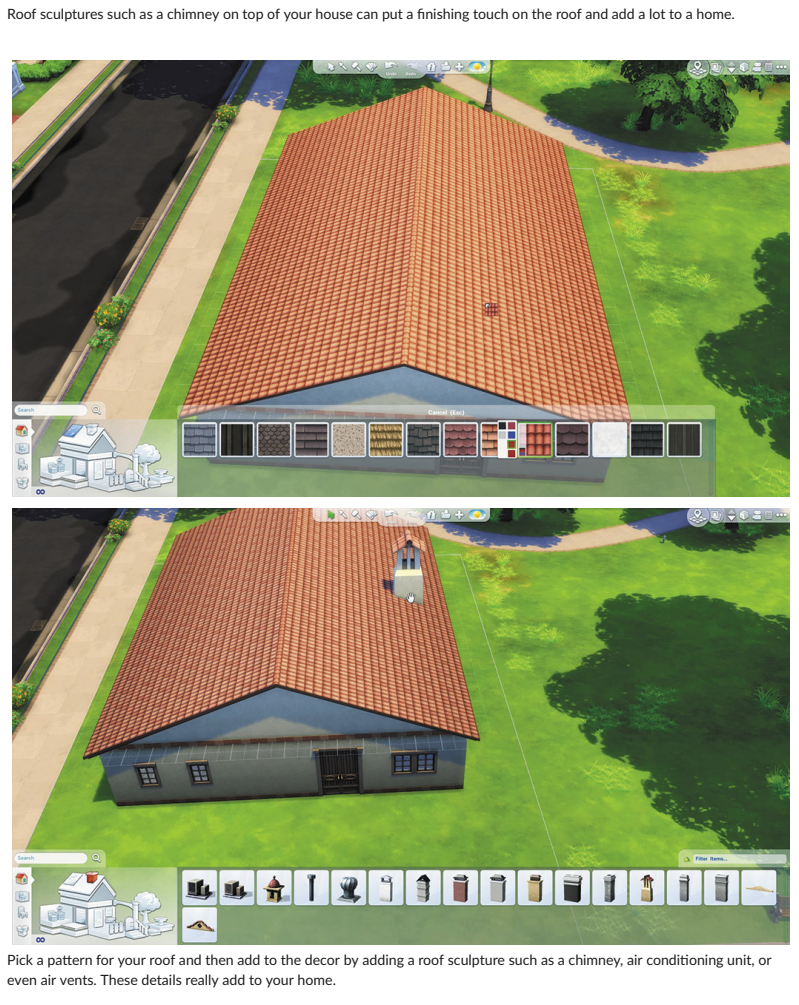


Place the type of roof you want and then drag it to the correct dimensions.

Once you get the roof shaped properly, you need to choose a pattern. This is a separate menu selected from the Build menu. Find a look you like and then click on the roof and the entire roof is patterned. There's no need to do sections of roof at a time. Then you can choose the roof trim. This is a separate menu with four different trims from which to choose and each comes in a variety of colors. The choices are:

- Angled Roof Trim
- Square Roof Trim
- Stepped Roof Trim
- Beveled Roof Trim

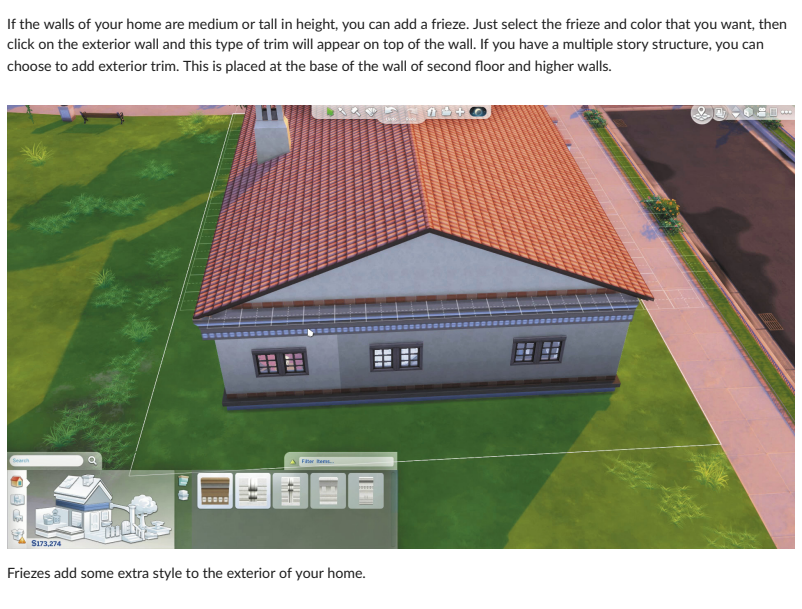
Roof sculptures such as a chimney on top of your house can put a finishing touch on the roof and add a lot to a home.



Pick a pattern for your roof and then add to the decor by adding a roof sculpture such as a chimney, air conditioning unit, or even air vents. These details really add to your home.

Friezes and Exterior Trim

If the walls of your home are medium or tall in height, you can add a frieze. Just select the frieze and color that you want, then click on the exterior wall and this type of trim will appear on top of the wall. If you have a multiple story structure, you can choose to add exterior trim. This is placed at the base of the wall of second floor and higher walls.



Friezes add some extra style to the exterior of your home.

Tip

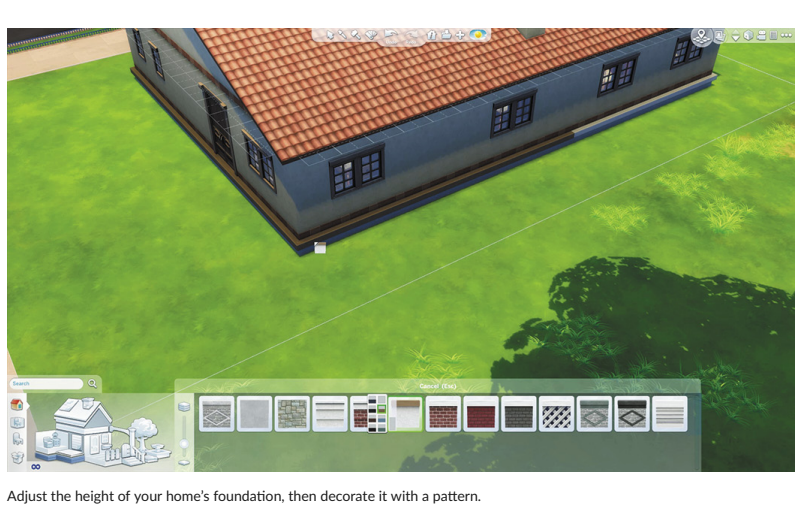
Add Trim to a wall-less room for an extra detail.

Foundations

After placing a room, you can add and change the height of your foundation. Select foundation from the Build menu, and then use the slider button next to the menu to raise or lower the foundation. Once you get it as high as you want, then you can select a texture for the foundation to match or complement the exterior of your home. This step is completely optional if you just want your house built on a concrete slab. There is no cost for raising or decorating your foundation.

Note

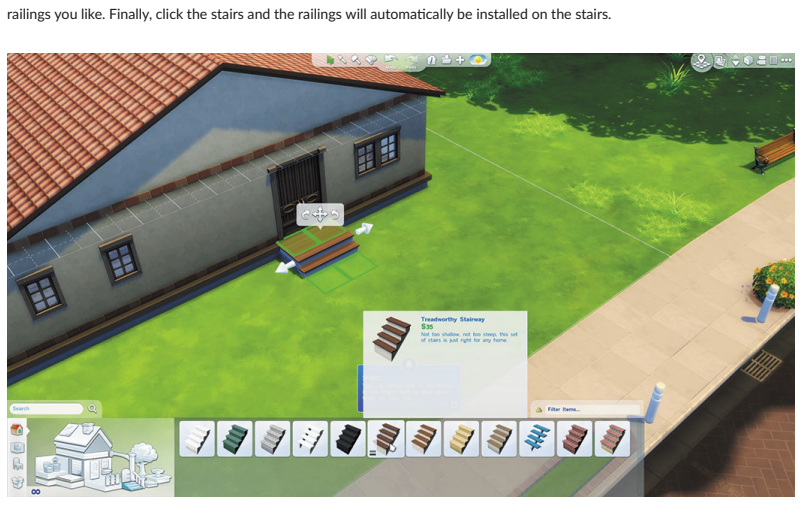
If you raise the foundation of your home, you will need to put in some steps or stairs so Sims can get into your home.



Adjust the height of your home's foundation, then decorate it with a pattern.

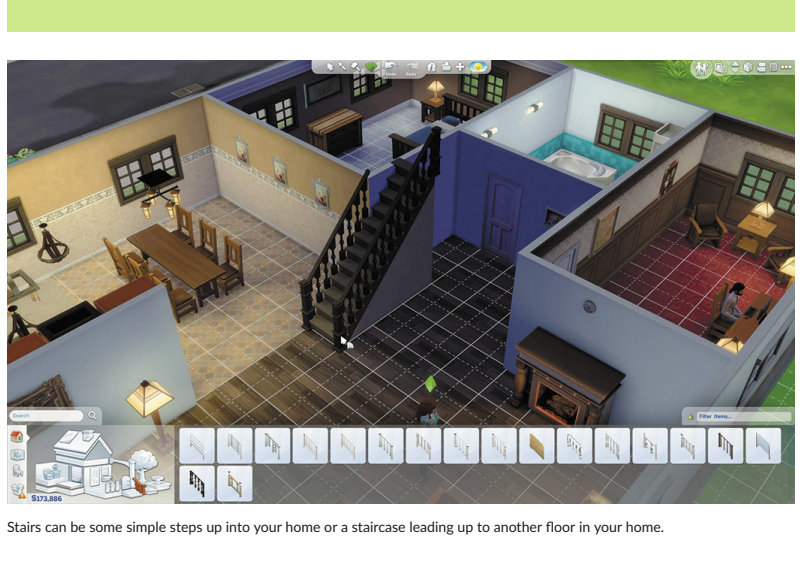
Stairs and Railings

Use stairs to connect multiple floors or create a path to a deck. The taller the stairs, the more expensive they are. Installing stairs in a home is easy. Just select stairs from the build menu and then choose which stairs you want. When you place them in your home, they automatically adjust to the correct height. Then if you want, select railing from the Build menu and find the railings you like. Finally, click the stairs and the railings will automatically be installed on the stairs.



Tip

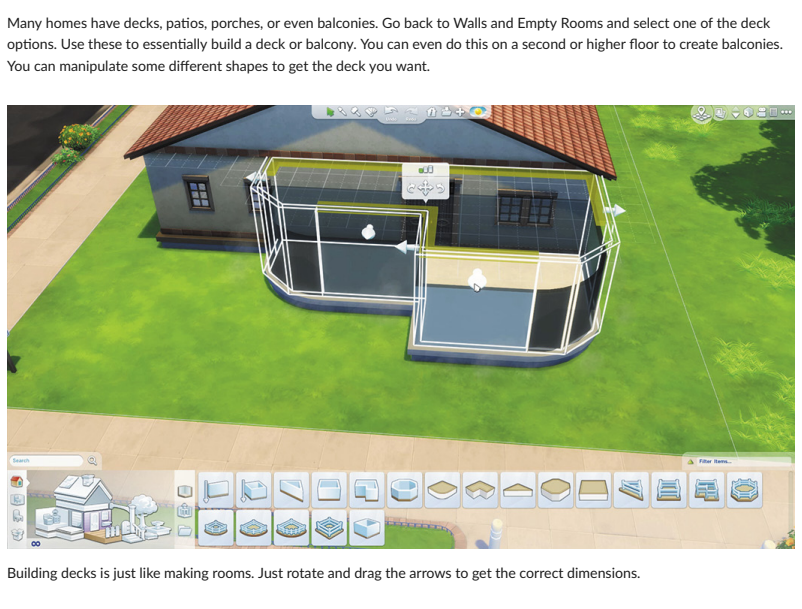
You can swap out stairs by simply selecting a style that you like and placing it on an existing staircase. This also works for railings as well.



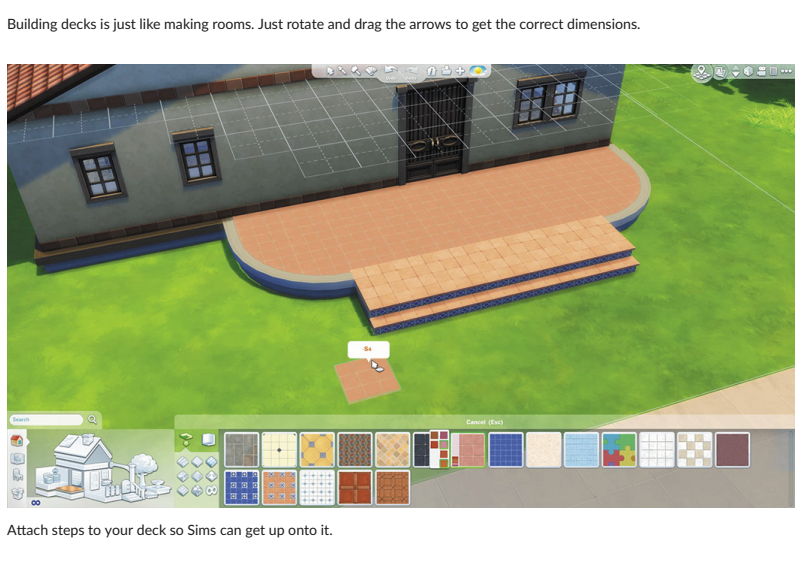
Stairs can be some simple steps up into your home or a staircase leading up to another floor in your home.

Decks, Gates and Fences

Many homes have decks, patios, porches, or even balconies. Go back to Walls and Empty Rooms and select one of the deck options. Use these to essentially build a deck or balcony. You can even do this on a second or higher floor to create balconies. You can manipulate some different shapes to get the deck you want.

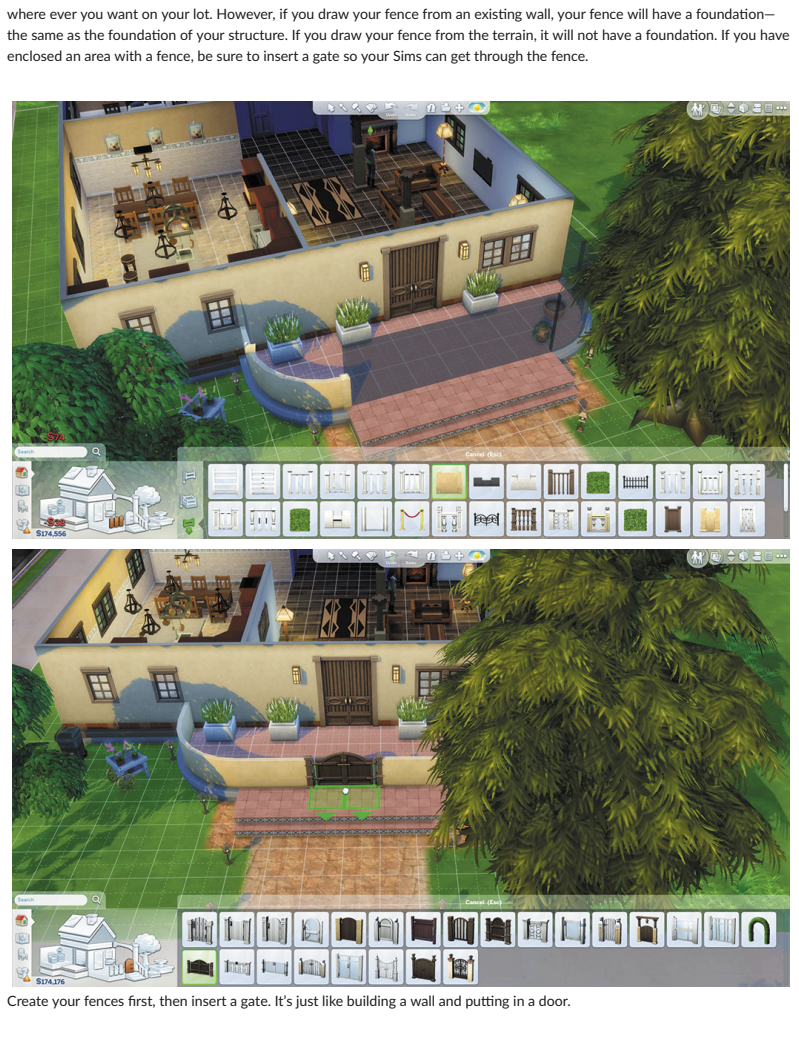


Building decks is just like making rooms. Just rotate and drag the arrows to get the correct dimensions.



Attach steps to your deck so Sims can get up onto it.

Fences are a great way to separate exterior areas. There are three different ways to place fences. First you can replace an existing wall or fence with a fence. You can also draw a line of fencing or draw an enclosure of fencing. You can put fences where ever you want on your lot. However, if you draw your fence from an existing wall, your fence will have a foundation—the same as the foundation of your structure. If you draw your fence from the terrain, it will not have a foundation. If you have enclosed an area with a fence, be sure to insert a gate so your Sims can get through the fence.



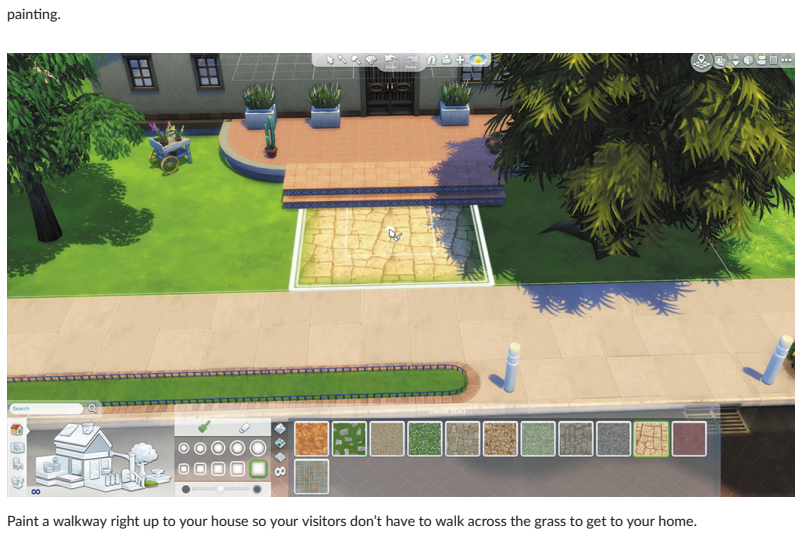
Create your fences first, then insert a gate. It's just like building a wall and putting in a door.

Tip

When building fences, hold down the shift key to toggle between drawing lines of fences and placing fence enclosures. You can also hold down the CTRL key and then drag across fences to delete them.

Terrain Paint

While your lot may come with either sand or grass initially, you can change the terrain with terrain paint. To use this, select Terrain Paint from the Build menu. Then after you decide on whether you want grass, sand, stone, or even pavement, select a shape and size for your brush. Then start painting to change the terrain. The longer you hold down the mouse button, the darker and more full the terrain will be. Use the square brushes to paint sidewalks or walkways and the round brushes for paths and patches of grass and flowers. Use the slider in the terrain paint menu to adjust the softness of the texture you are painting.



Paint a walkway right up to your house so your visitors don't have to walk across the grass to get to your home.

Tip

Terrain paint is free. It costs you absolutely nothing. If you are like me, free is awesome. Therefore, go crazy with terrain paint. Do you have some planter boxes in your yard? Paint a walkway around them rather than just leaving grass. Paint some flowers and plants for landscaping. Put in a rock garden or change the texture of the sand in your Oasis Springs lots. If you can't afford—or don't want to spend the money—on a deck, paint a stone patio. You will be surprised how easy it is to decorate a lot with terrain paint. Little details such as this can really give your lot curb appeal and make it pop.

Note

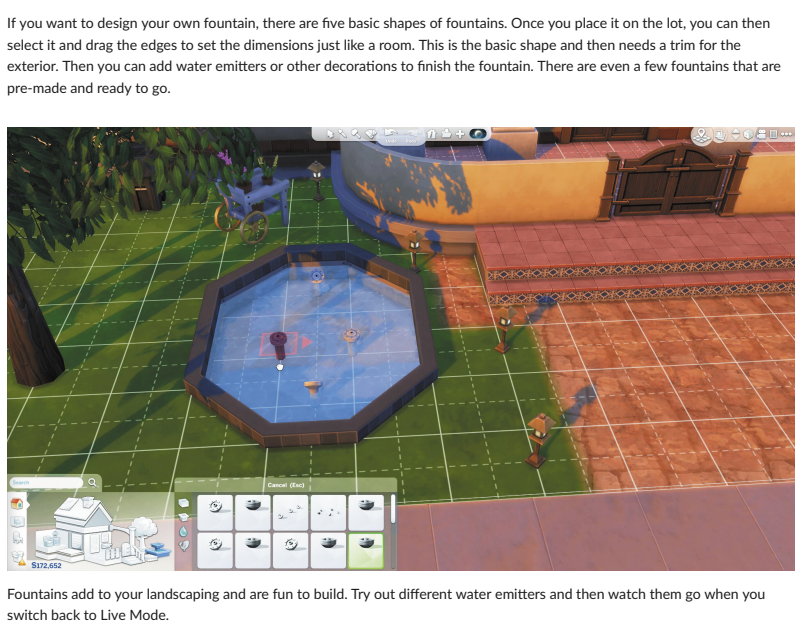
In addition to terrain paint, you can also use floor patterns on the ground of your lot for landscaping. However, this will cost you since it is not free like terrain paint.

Fountains

Fountains can add opulence to your landscaping—or even to the inside of your mansion. Within the fountain category, there are four selections:

- Fountains
- Water Emitters
- Fountain Trims
- Fountain Decorations

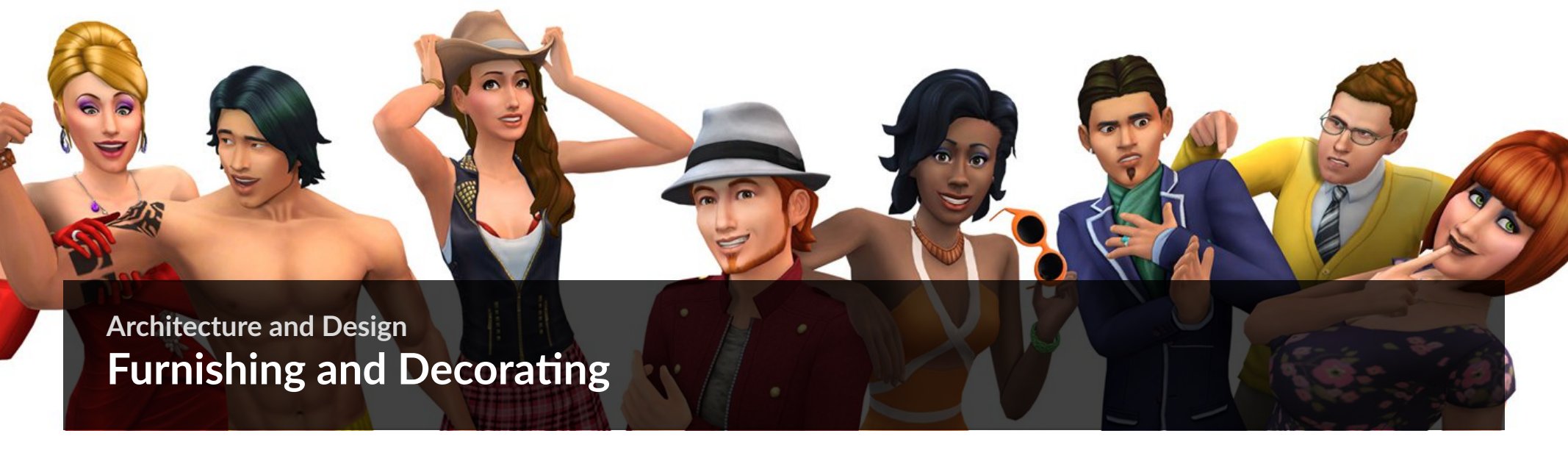
If you want to design your own fountain, there are five basic shapes of fountains. Once you place it on the lot, you can then select it and drag the edges to set the dimensions just like a room. This is the basic shape and then needs a trim for the exterior. Then you can add water emitters or other decorations to finish the fountain. There are even a few fountains that are pre-made and ready to go.



Fountains add to your landscaping and are fun to build. Try out different water emitters and then watch them go when you switch back to Live Mode.

Tip

If you want to play around with some fountains, add them to the Park or commercial lots where you have more space and don't have to spend your own Simoleons to build them.



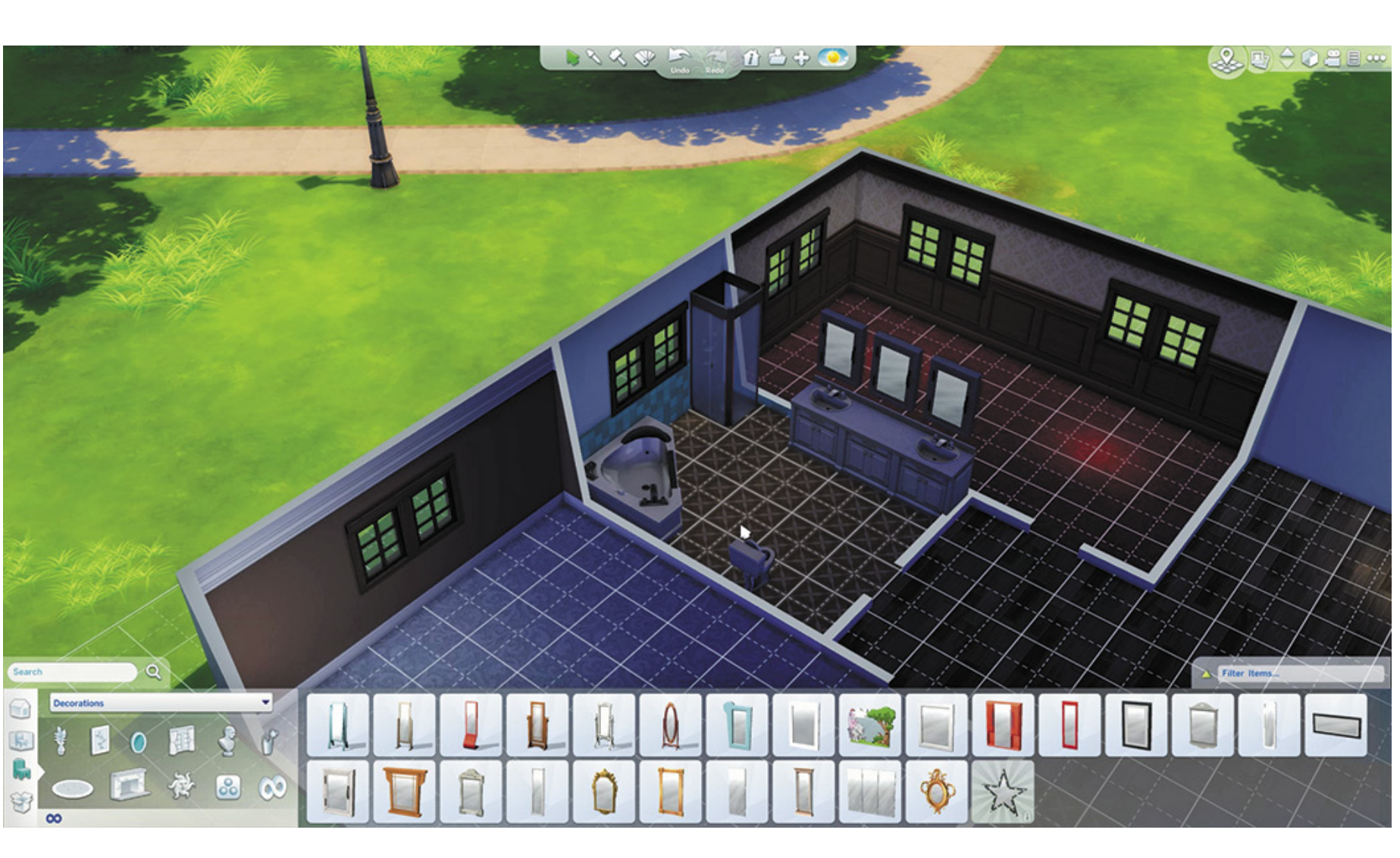
Architecture and Design

Furnishing and Decorating

Whether you bought an unfurnished home, built your own, or just want to change things up, furnishing and decorating your home lets you create an atmosphere for your Sims to express their personality. You furnish your home in Build Mode. However, instead of using the Build menu, you use the Objects menus.

Bathroom

While the bathroom is usually one of the smallest rooms in a home, it is also one of the most important. The bathroom can take care of two of your Sims' six needs and can also provide moodlets to help Sims get into different emotional states. Bathrooms can be as simple or as fancy as you want. However, they need to have some basic items. Sims need a toilet for their Bladder need. Toilets do not need to be high quality, but the more you spend, the more reliable they are. Hygiene is the other need that bathrooms provide. At the least, your bathrooms should have a shower. Not only does the shower gets your Sims clean, it also helps your Sims change emotions, depending on the type of shower they take. Take a bubble bath and it can put your Sims into a Playful emotion. If you would like both, but space is limited, get a combination bathtub and shower that fits into the same space a just a bathtub.

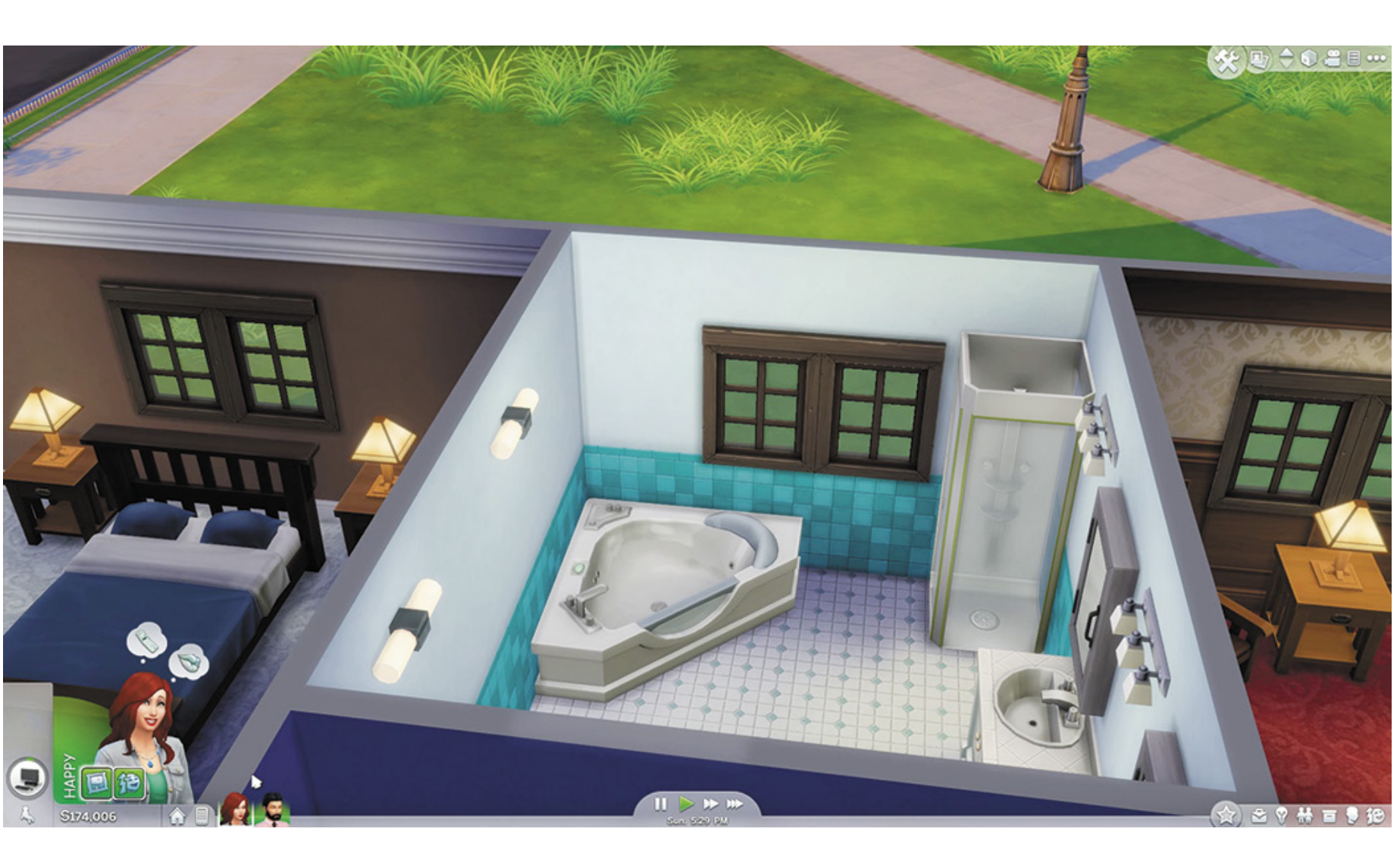


A bathroom does not have to be big. This one has a lot of extra space. Maybe it could be divided into two bathrooms with one attached to the bedroom and the other to the living room.

The next object your bathroom should contain is a sink, which provides a smaller effect on the Hygiene need as Sims can wash their hands and brush their teeth. Finally, place a mirror in the bathroom. Mirrors provide several interactions that can help create an emotion.

Tip

While having a mirror in the bathroom can be useful, if you have several Sims in a household sharing a bathroom, you don't want one tying up the bathroom while another is developing his or her Charisma skill. Therefore, try to put some additional mirrors throughout the house. The bedroom is a good place. Or you can put one in a hallway or an out-of-the-way corner for Sims to use where they won't be in the way of other Sims.



After you get the basic objects into the bathroom, add decorations and lighting to add to the environment of the room.

Tip

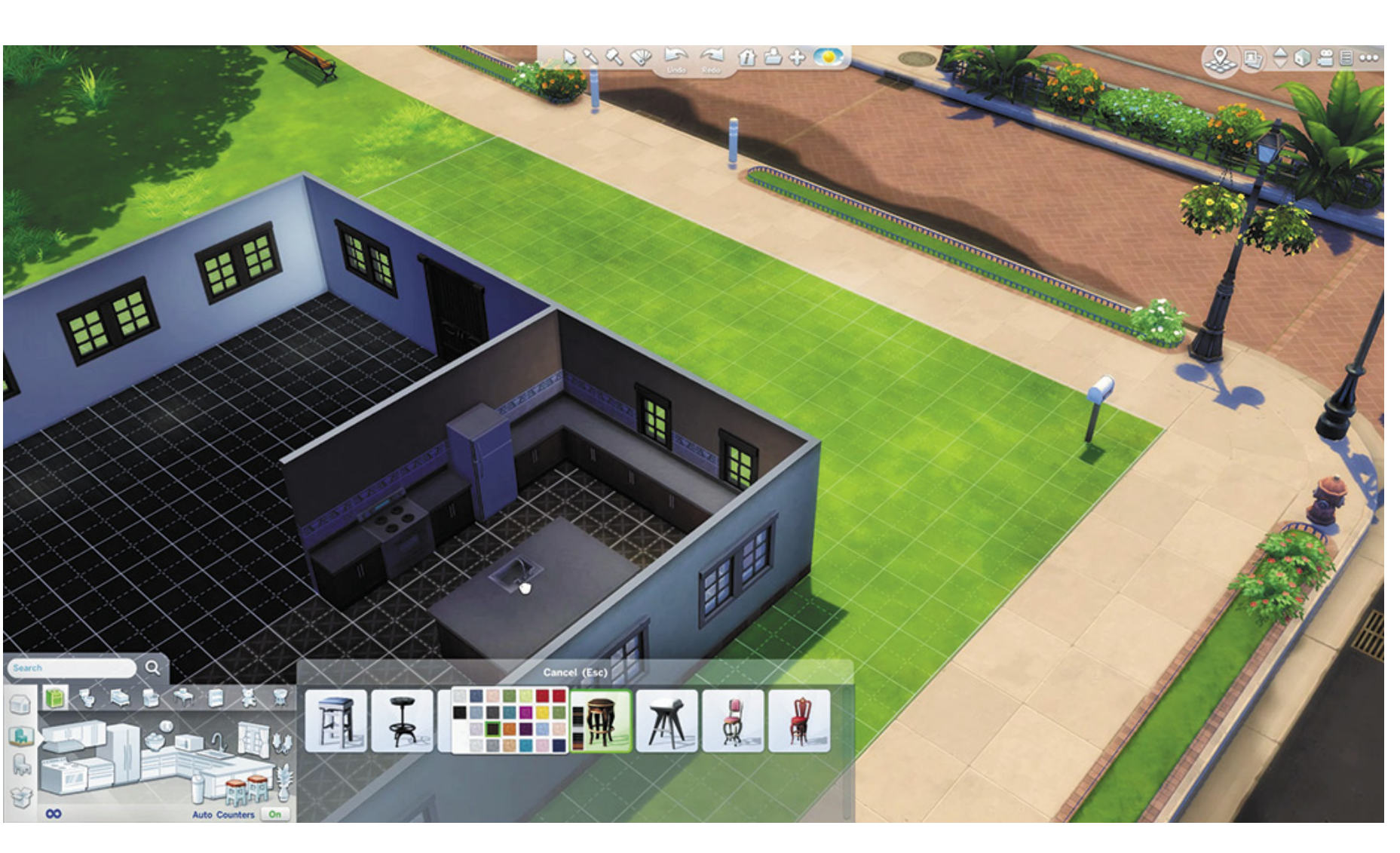
The bathroom is a great place for Sims to develop Handiness skill. They can upgrade the toilet, the sink, the bathtub, and the shower. Upgrades make these items work better also.

Kitchen

All Sims have a Hunger need, which they need to feed, so each home needs a kitchen. The two main objects required for a kitchen are a stove and a refrigerator. While you can get by with just a refrigerator, this severely limits the number of different meals your Sims can make. You need the refrigerator to store leftovers and provide quick meals. However, that is not all you need. Be sure to have some counter space in your kitchen, because not all meals are prepared right on the stove. Salads and some other meals are made on the counters or other spaces. You don't need a lot of counter space, but install at least two sections if your Sims are going to do any cooking. Finally, your kitchen needs a sink for cleaning dishes—or they will be using the bathroom sink for cleaning. Without this, your house can get smelly as dirty dishes litter the place.

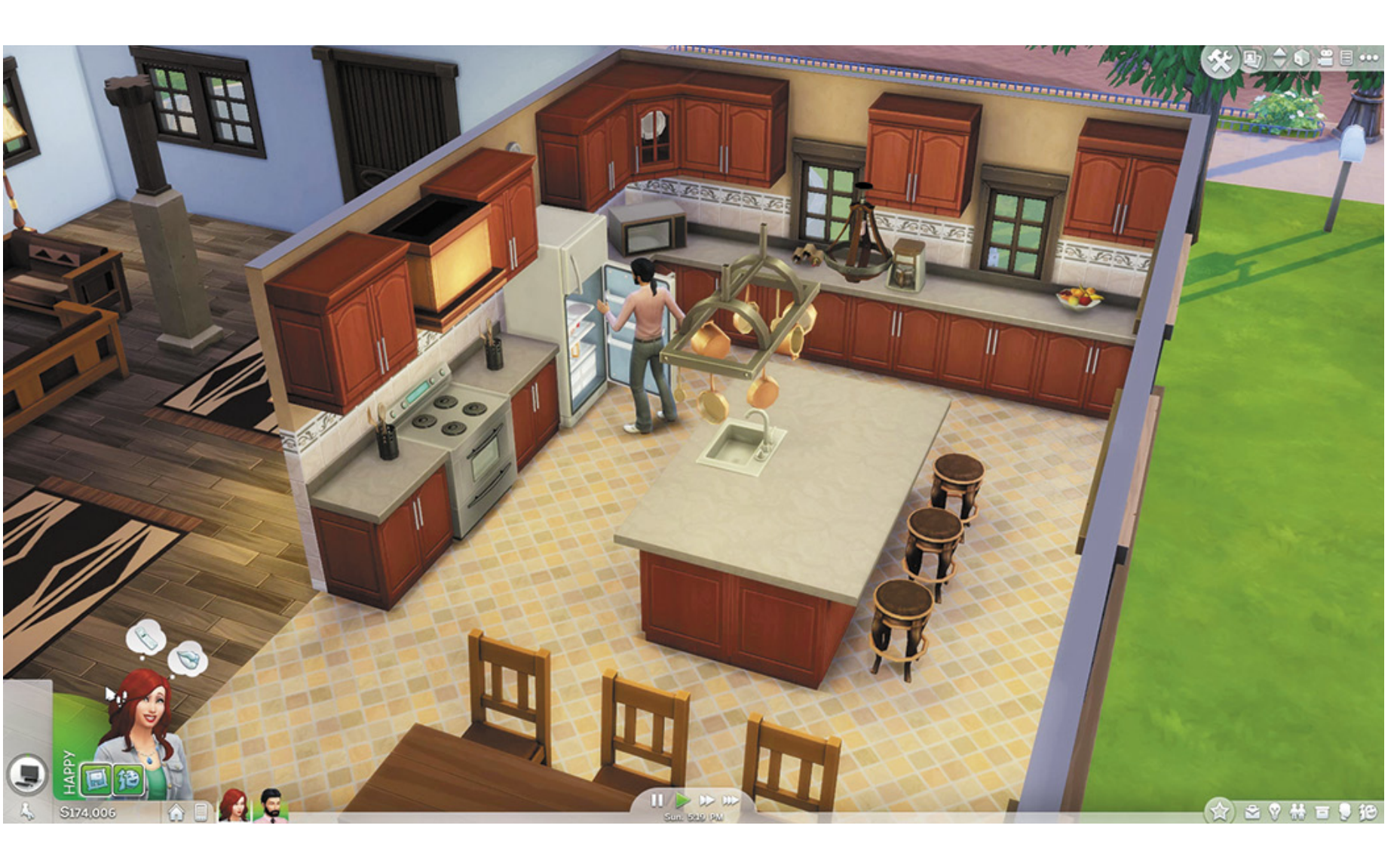
Tip

A trashcan is really useful in a kitchen, otherwise your spoiled food will build up.



Kitchens not only need a stove and a refrigerator, but also work space for Sims to actually prepare meals.

Optional items for the kitchen include a coffee maker so your Sims can brew coffee and get a moodlet to help them get going. If your Sims are busy and only have time for quick meals on some days, a microwave can really come in handy. Many kitchens also have a place where Sims can sit and eat, such as a counter or a small table. Some homes even have the dining room attached to the kitchen. If you don't have a separate room for dining, be sure to provide a table and chairs for your Sims so they don't have to eat on the couch.



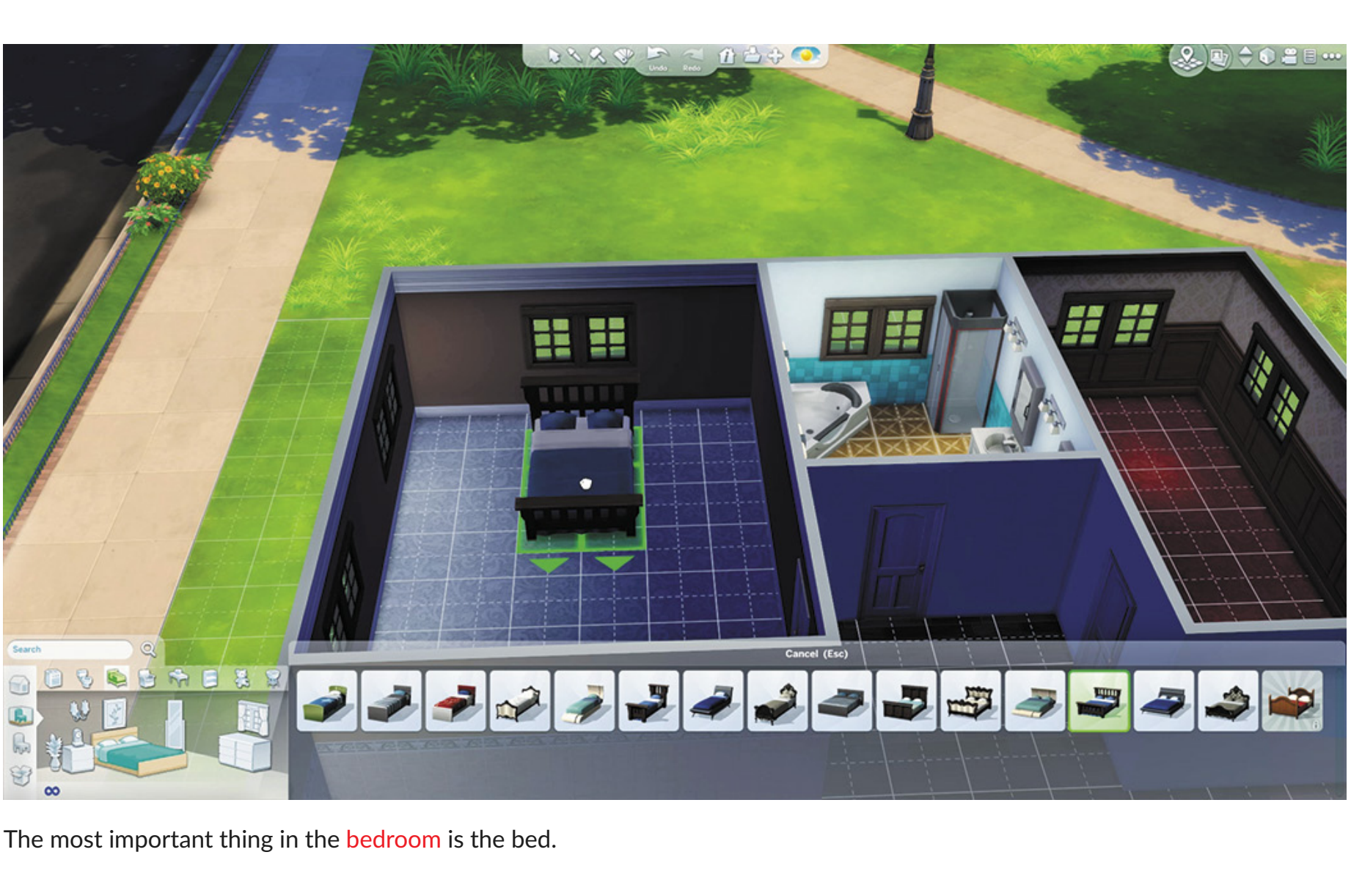
While a kitchen can be basic, by adding decorations and lighting, this room can be a great place for Sims to hang out and even entertain.

Tip

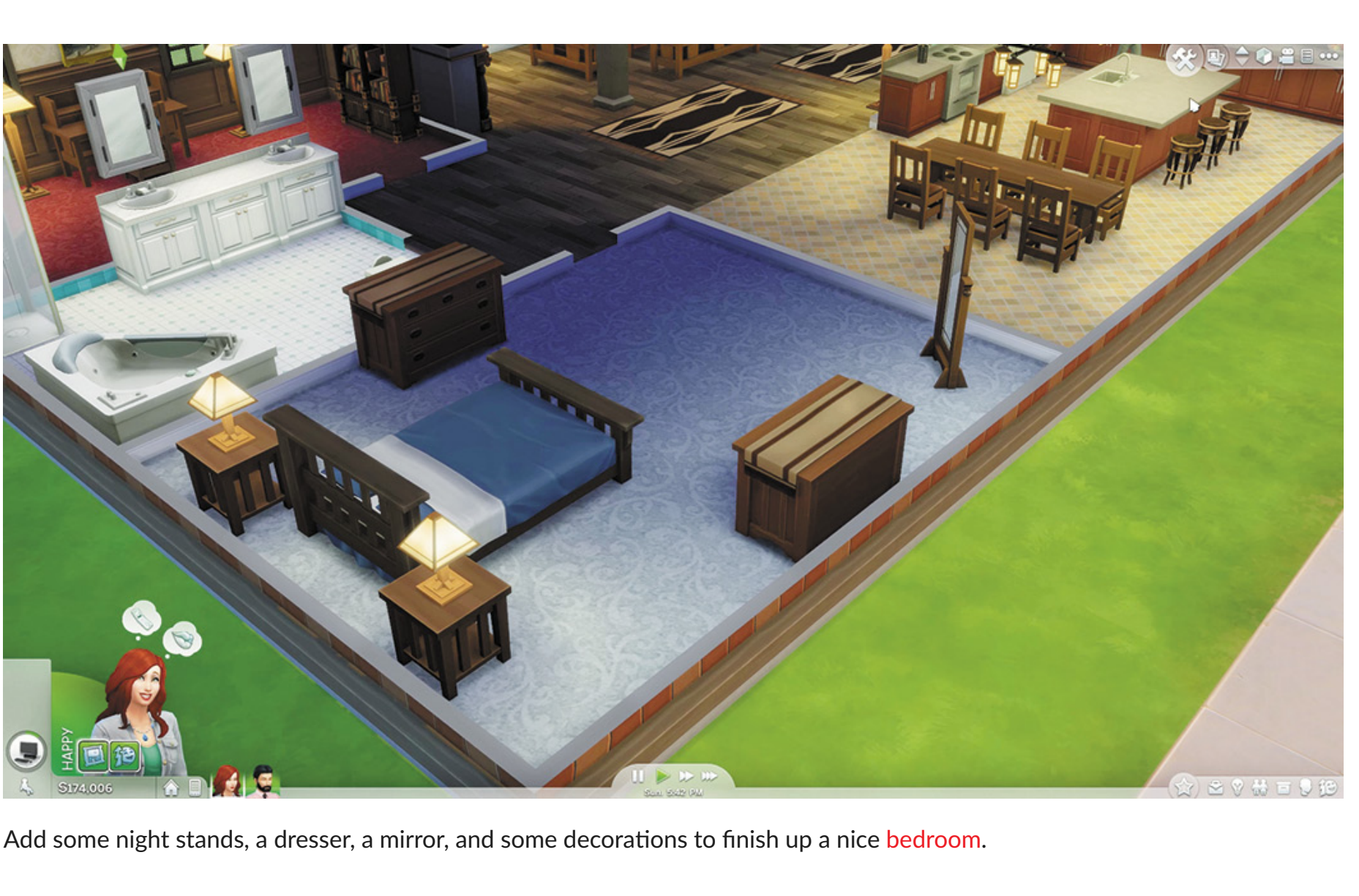
Most fires in homes start in the kitchen near the stove. Therefore, be sure to put a smoke alarm in your kitchen. Even if you buy a furnished home, it may not have a smoke alarm. So put one up yourself.

Bedroom

Bedrooms help Sims meet the Energy need. The main item you need in a bedroom is of course a bed. This is an area where you might want to spend a little more. Cheap beds are uncomfortable. Sims may wake up without their Energy need completely met. They may also have a negative moodlet due to sleeping in an uncomfortable bed. In addition to a bed, include a dresser. This piece of furniture allows you to edit your outfits and create new outfits. You might also want to put a mirror in your bedrooms for the Sims to use. Some people even put televisions or exercise equipment in their bedrooms if they don't have space elsewhere. However, if you have more than one Sim in the home, this could be a problem as the noise from the exercise equipment or television may bother a Sim who is in the same room trying to sleep.



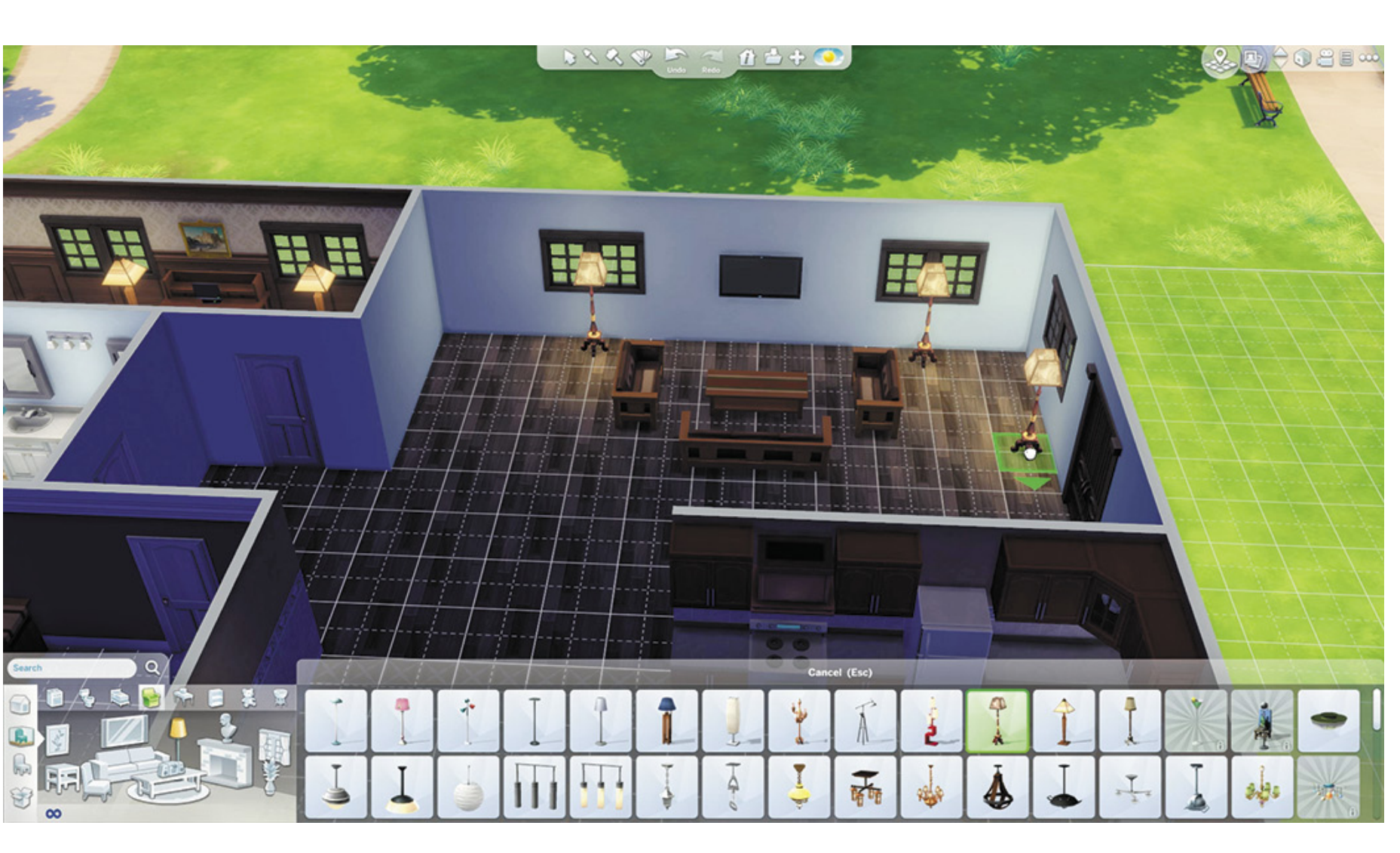
The most important thing in the bedroom is the bed.



Add some night stands, a dresser, a mirror, and some decorations to finish up a nice bedroom.

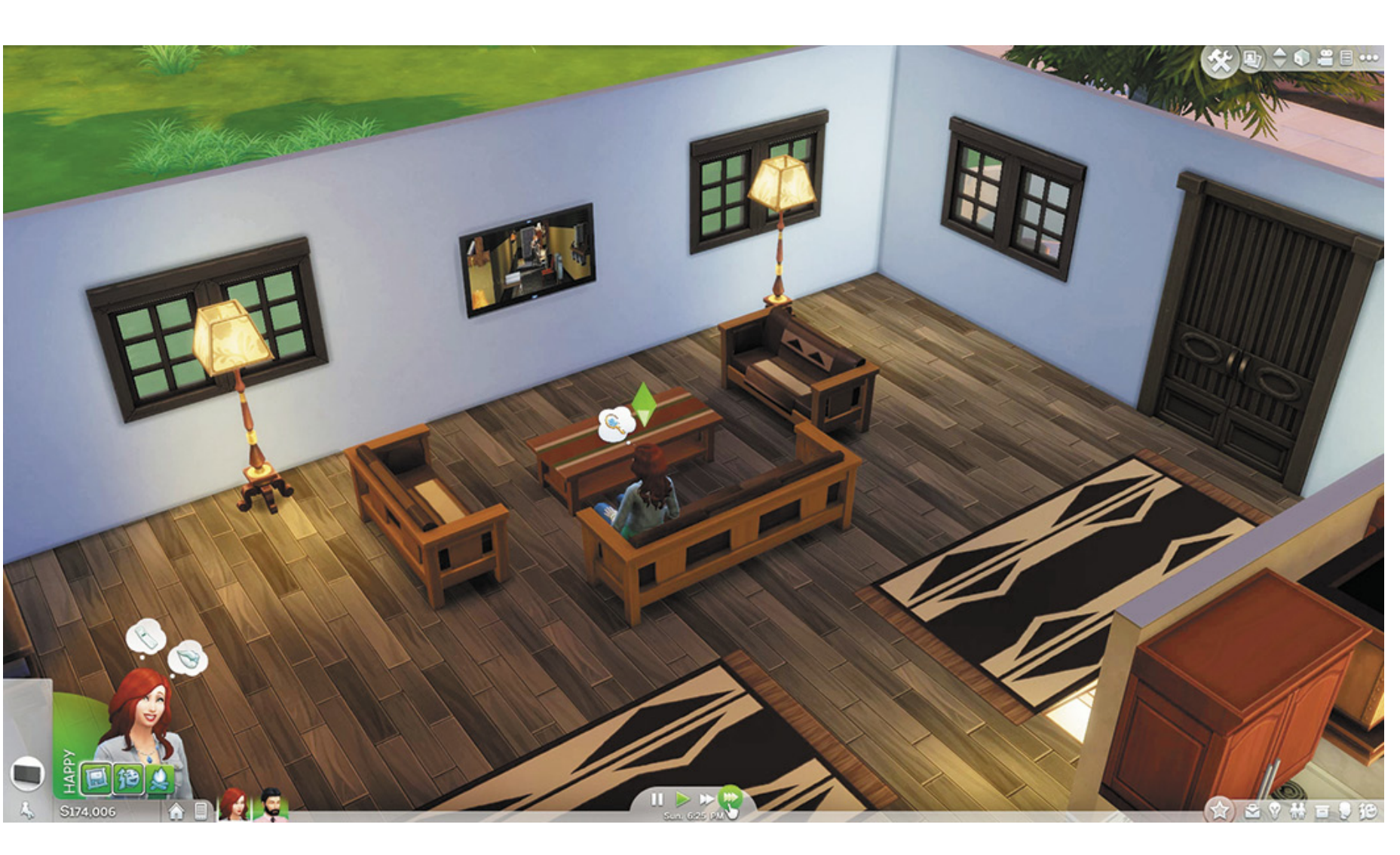
Living Room

Sims will spend a lot of time socializing and entertaining in the living room. The main objects you need for a living room are places to sit, such as sofas and couches. Because this is a room for the entire household, it is a good place to put a television and stereo so Sims can enjoy these objects together.

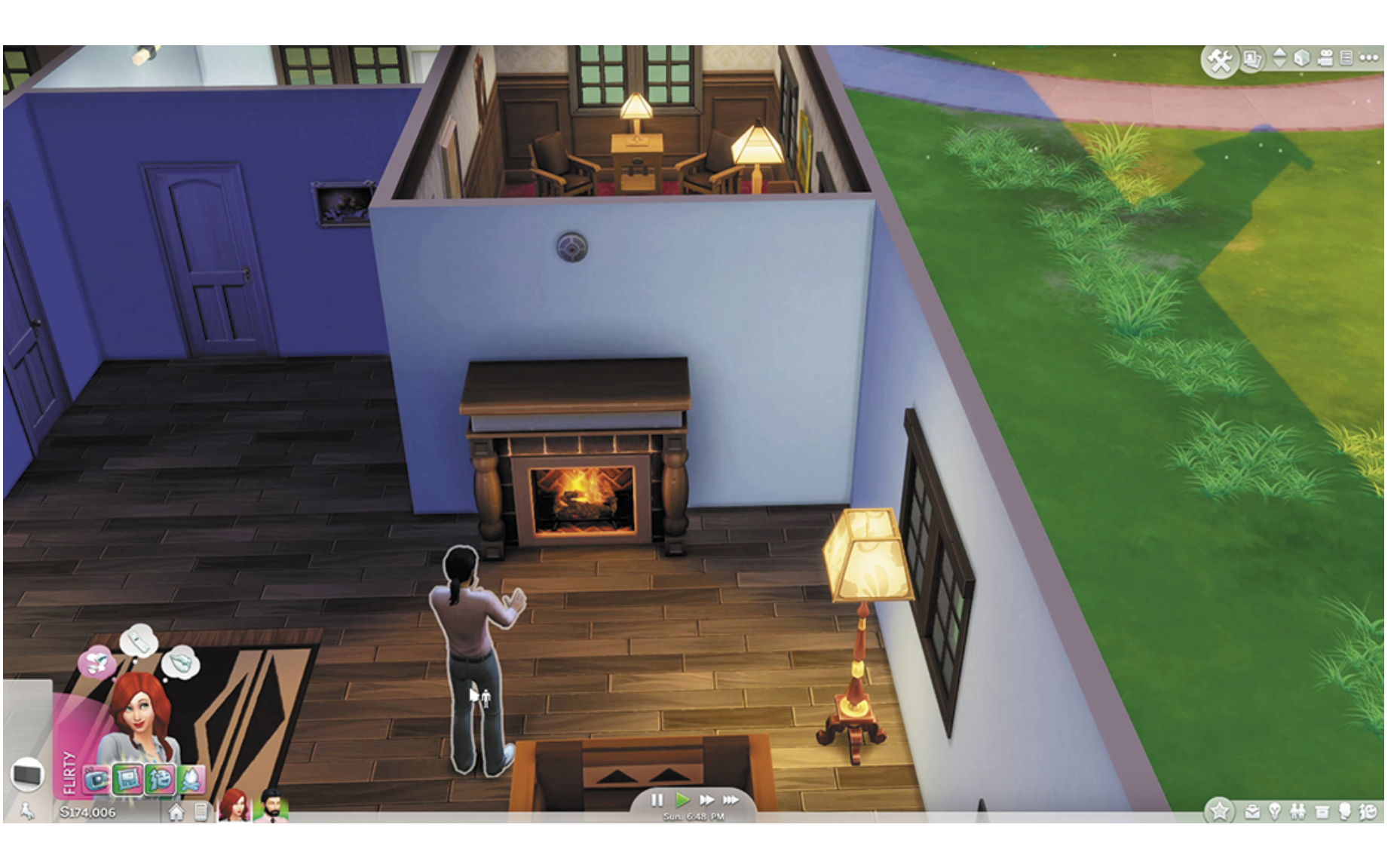


In many homes, the living room is centered around the television. Make sure Sims can see the television from the various seats.

In smaller homes, living rooms may also contain a dining table, desks with computers, and other objects. They can serve the same role as study and dining room if your home does not have these types of rooms.



Add some lighting, rugs, and decorations to finish up a comforting living room.



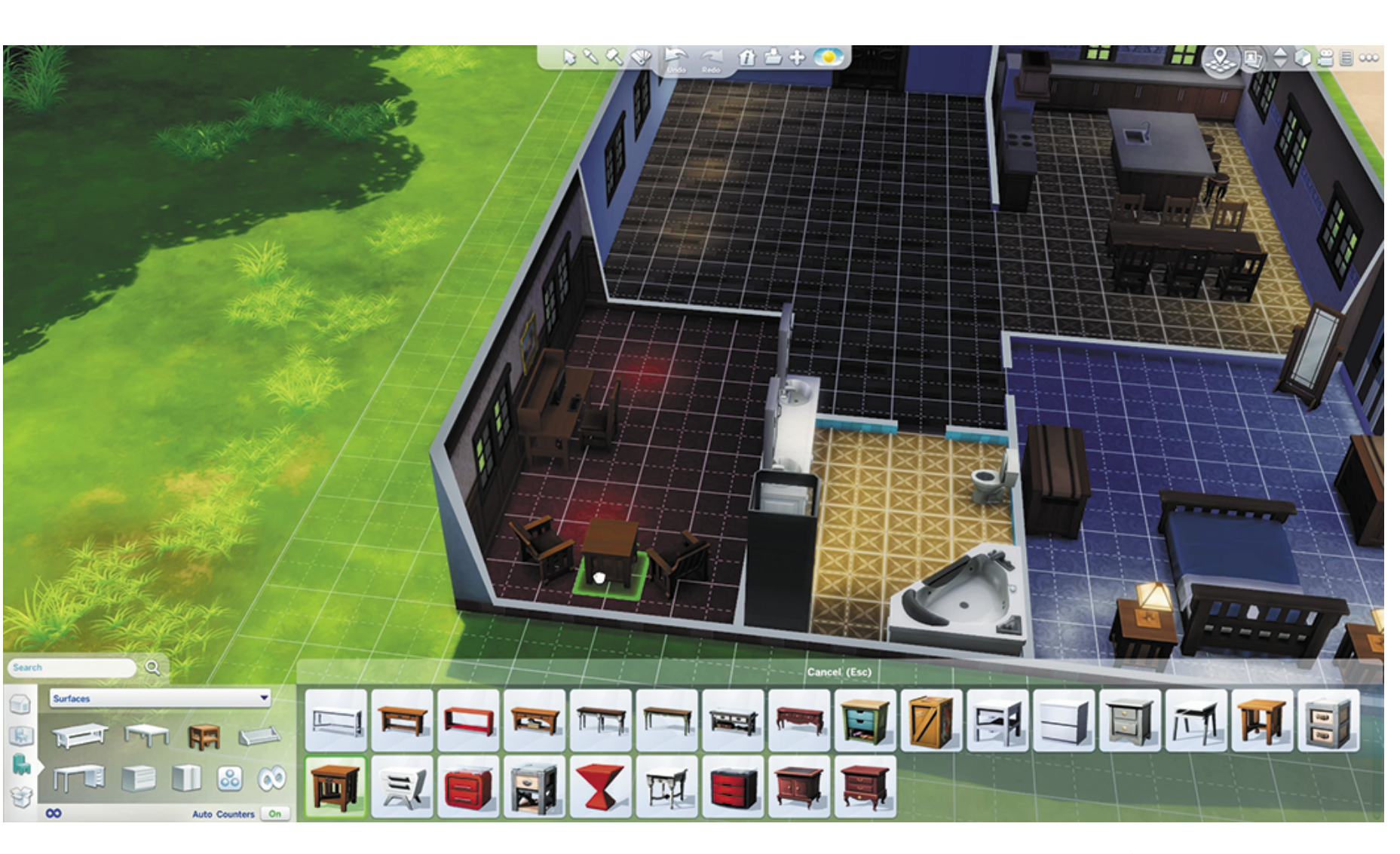
Add a fireplace to your living room. It can provide some positive moodlets for your Sims. However, be sure to have a smoke alarm nearby to prevent your home from burning down.

Study

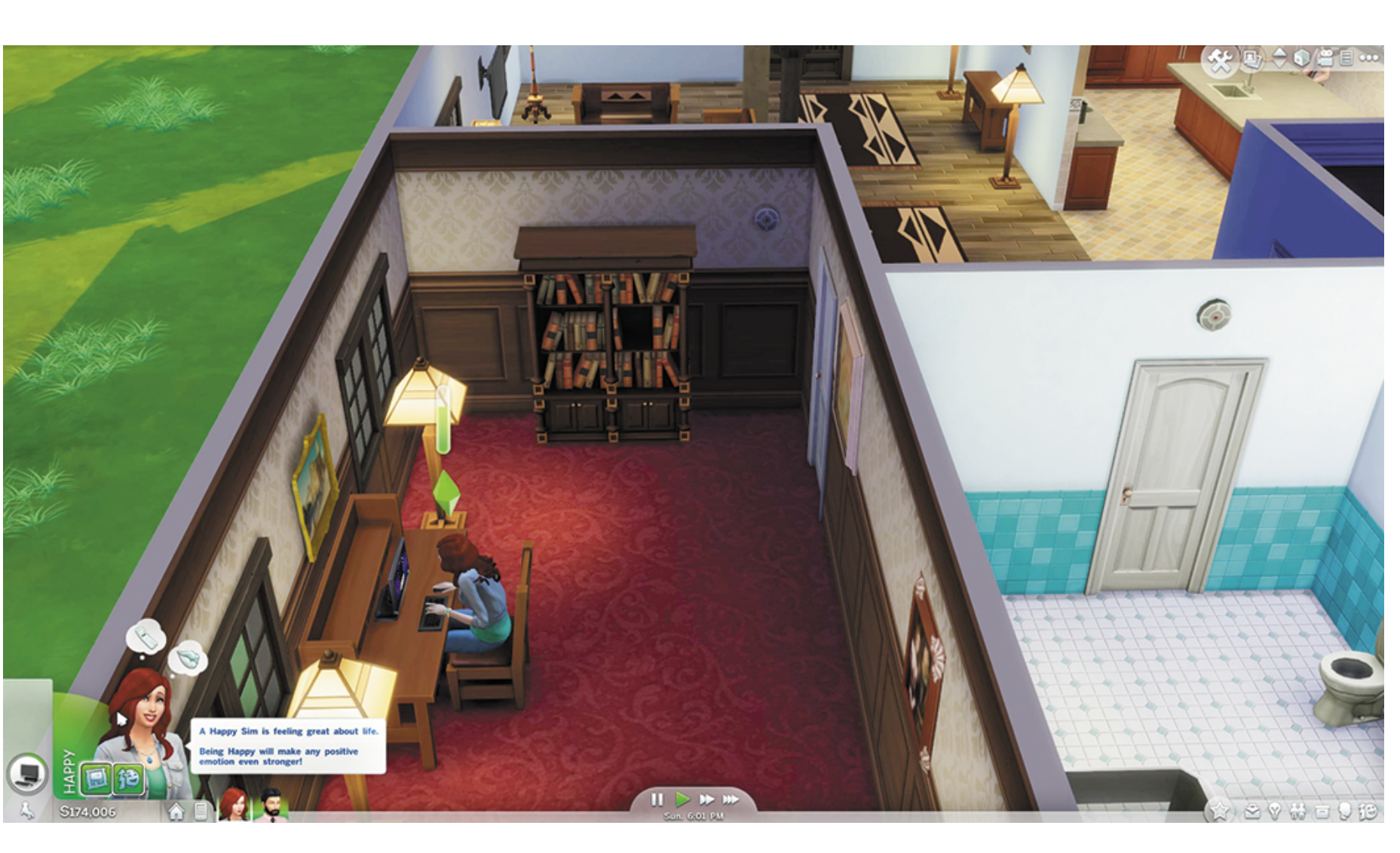
Many Sims with careers have to do some work at home to meet requirements for promotions. Therefore, if your home has space, create a study for them to use when they need to focus on work while at home. Several careers require Sims to use a computer. So when furnishing a study, put in a desk, a desk chair, and a computer. If you have space, a comfortable chair can be a good place for some quiet reading. Finish off the study with a bookcase to hold your books and some decorations. You also need some lighting if your Sims will be reading at night.

Tip

As Sims progress through careers, they receive or unlock certain objects related to their field. Studies are great places to put these objects and this room will evolve as your Sims get promoted. Secret agents can even create a secret room with a hidden door so other Sims can't find a way in.



A study can start out simple. Add to it as you can afford to or as you unlock objects related to your Sims' careers.



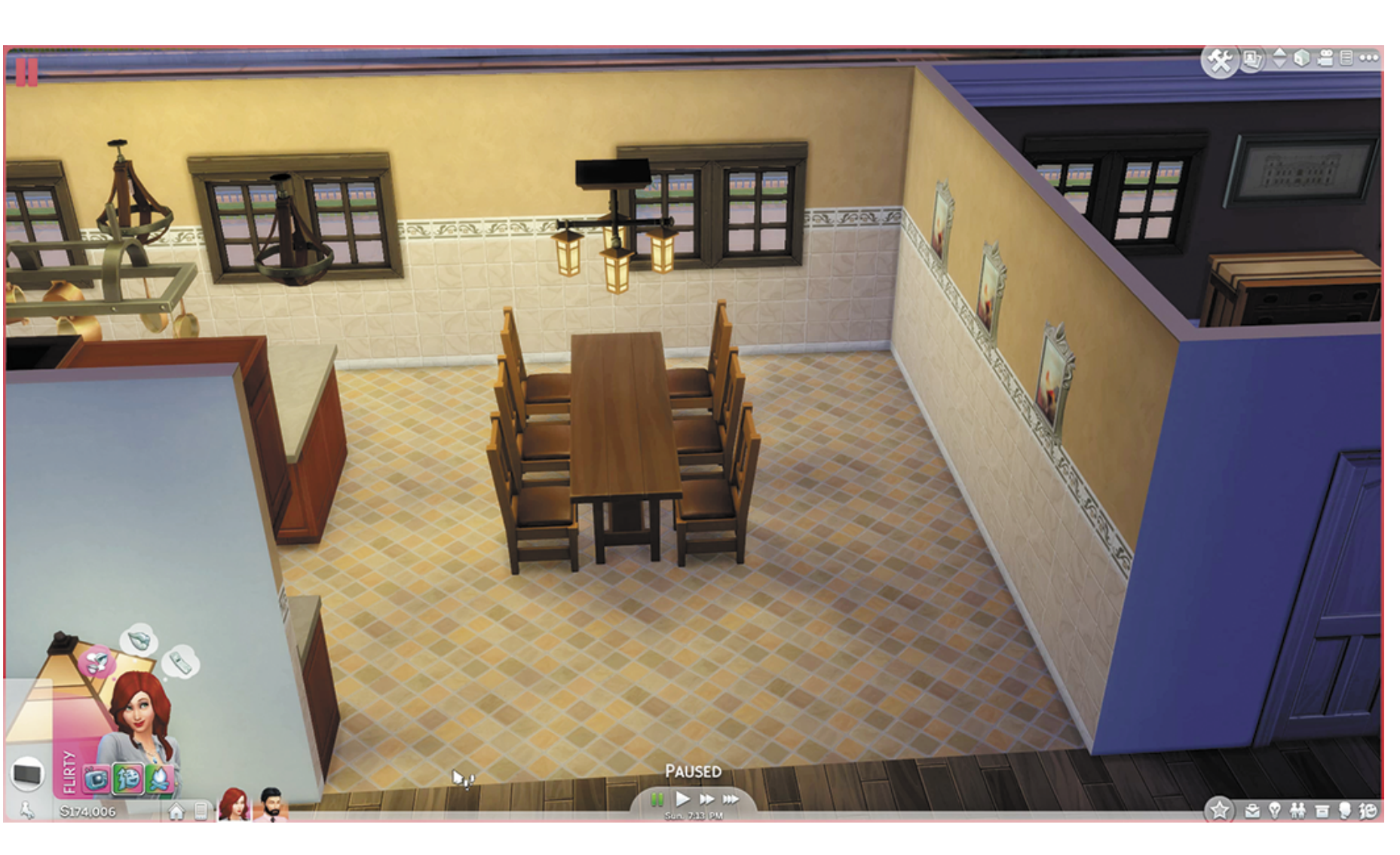
Use decorations to help create a good environment in the study so Sims will stay in good emotional states while working.

Note

A Sim in the Painting career may have a studio room instead of a study. Instead of a desk and computer, this room could contain easels and other painting related objects.

Dining Room

Dining rooms are usually found only in larger homes where there is enough space to dedicate an entire room just to eating. Smaller homes may have the dining room as part of the kitchen or living room. However, it is nice to set aside an entire room for dining—especially if your Sims like to entertain and have Dinner Party social events. The main requirements for a dining room are a dining table and some chairs. Everything else is just decorative.



If you have a large kitchen, use some of it for a dining room until you are ready to wall it off into its own room. This also makes your dining area more functional for everyday use and not just a room for special occasions.

Tip

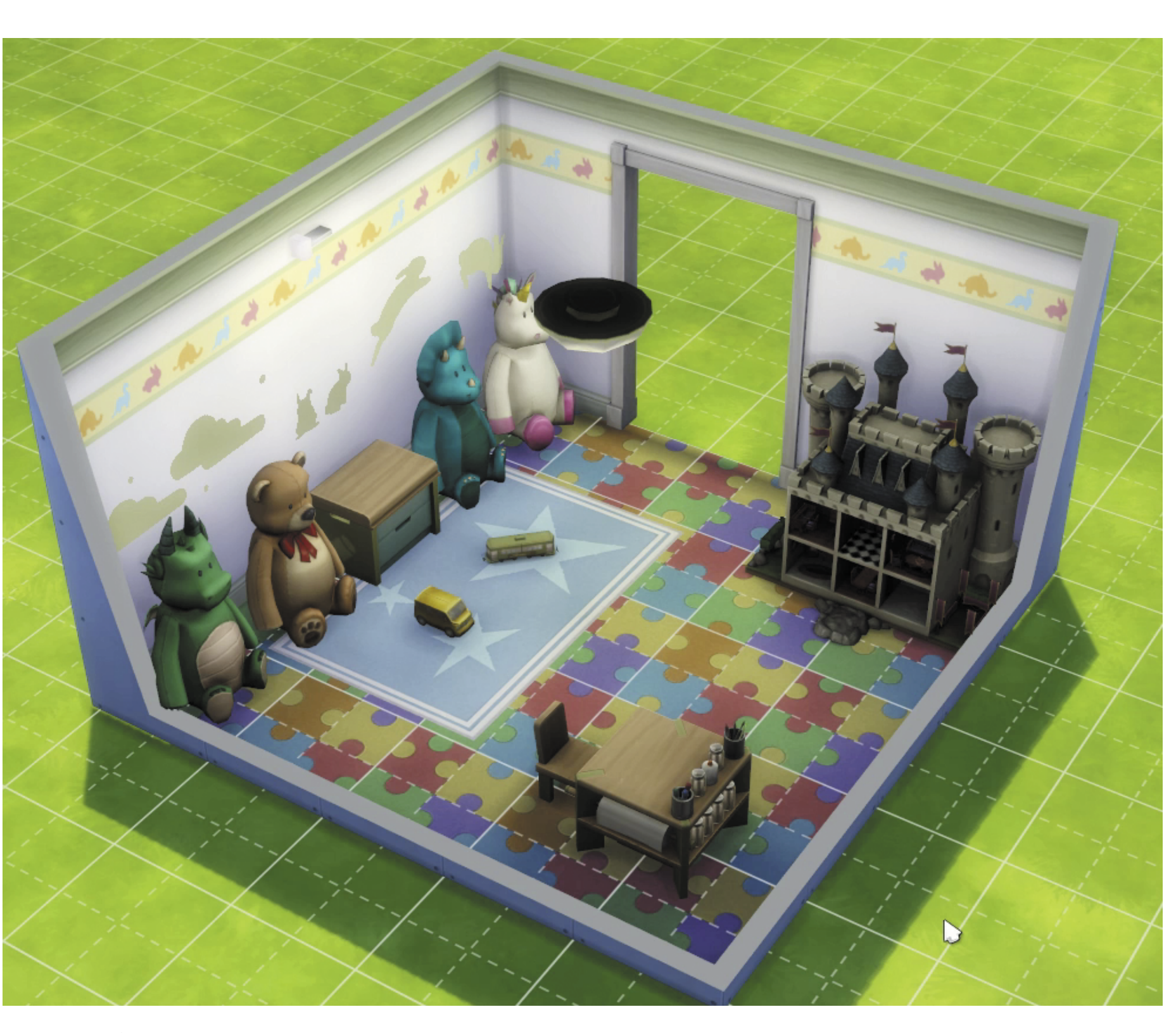
If you can't afford a dining room at the start, you can always add space to your home later on and then use the Wall tool to section off a separate area for a dining room. Besides, at the start of the game you probably can't afford to throw expensive parties and may not have that many friends to invite over anyway.

Children's Room

If your household has children, they can have their own bedroom with their beds and all of objects children use. Or you can even create a playroom where kids can go to work on their skills and have fun. There is a complete category of items designed for children and you can design a room just for them. Again, this is dependent on the Sims in your household and the size of your home.

Tip

When children become teens, redecorate the room for a teenager. Sell all of the old objects and then buy new. A house truly is an organic thing that grows and evolves with the Sims who live there.



This children's room has an art table for developing the Creativity skill. It looks like it could use some more toys and fun things. But some parents are so focused on their child becoming a prodigy.

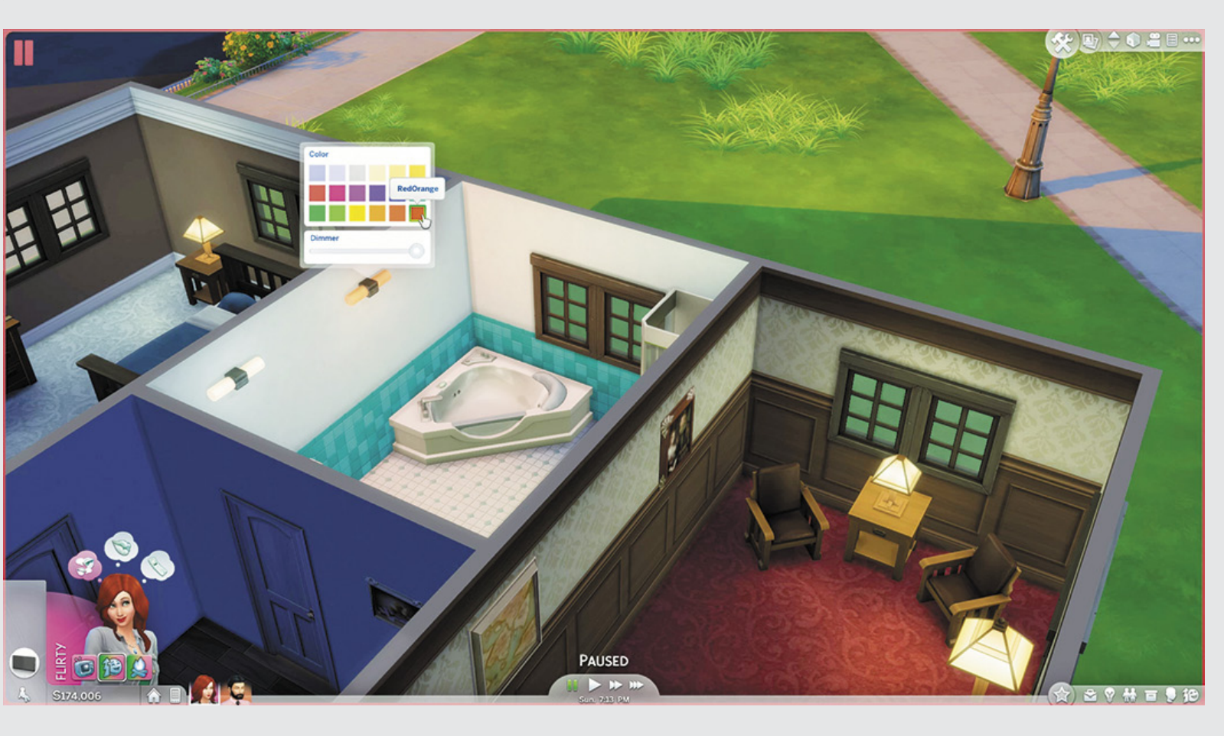
Lighting

Lighting is one of the details most players don't even realize exists when they first begin playing the game, especially if they move into a furnished house with lighting already in place. However, when building your own home, you really notice if you forget lighting when the sun goes down and your Sims are left in the dark. While you are furnishing your home, be sure to include lights in all the rooms—even those with lots of windows because Sims need light at night.

To add lighting, go to the Objects by Function section of the Build menu. You can then choose different categories of lights such as table lamps, floor lamps, outdoor lights, wall lights, and ceiling lights. Wall and ceiling lights are great because they do not take up floor space. However, table and floor lamps can help add to the decor of your rooms.

Once your lights are in place, you can modify them for your home. In Live Mode, click on a light to open up a menu. Here you can turn the light off or on as well as set the color and intensity of the light. A neat feature is the ability to change just that light or all the lights in the house at the same time. Want to change the lights to blue? Just click on one light, choose set color and intensity, select all lights, and then make your adjustments. When you are done all lights in the house are now giving off blue light.

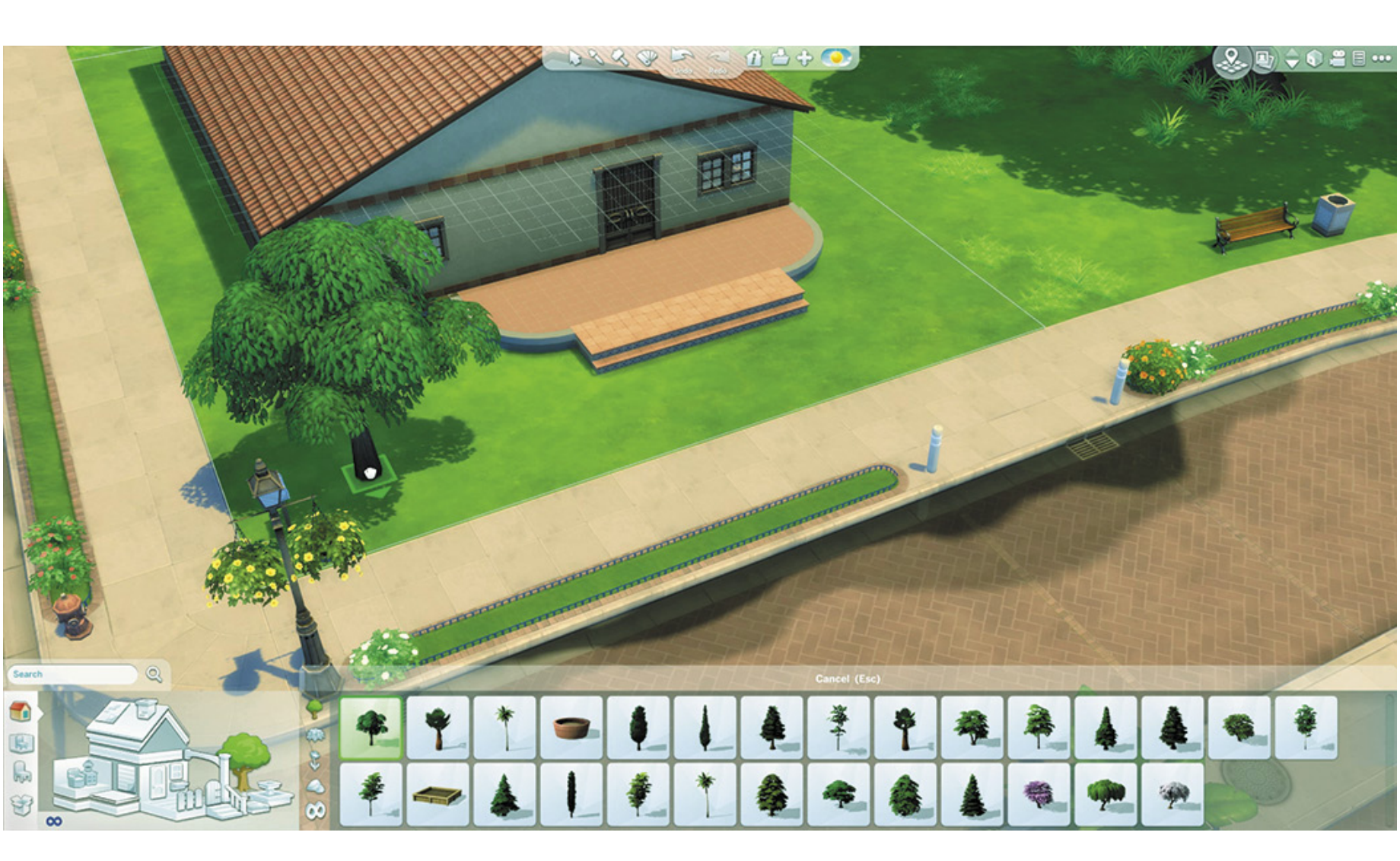
Once you learn how to use and modify lighting, it can really add to your homes. If you are designing a nightclub or bar, lighting can be very important to create a specific theme or feel to the place.



You have several options to adjust the lighting in your home.

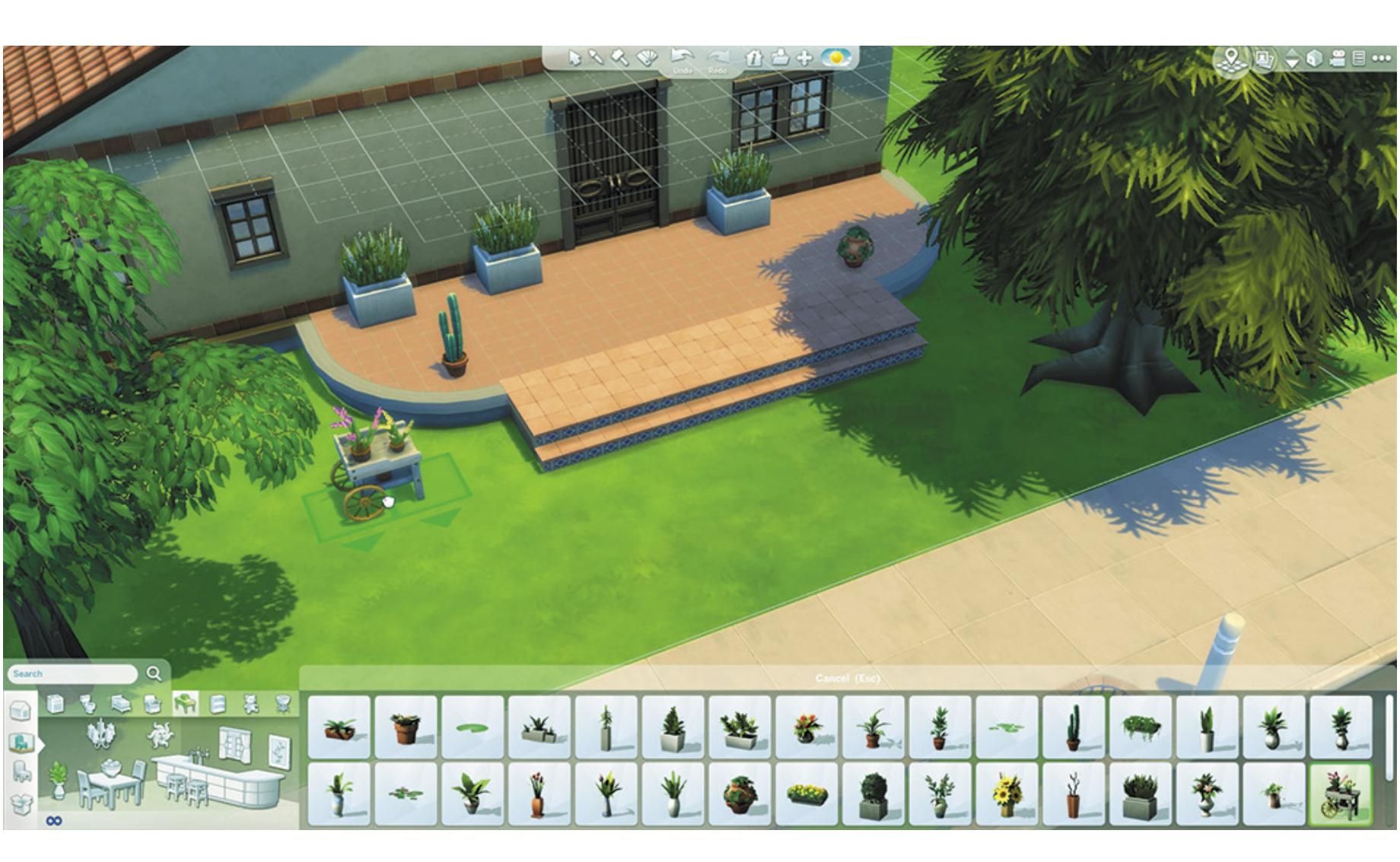
Landscaping and Outdoors

Landscaping is like furnishing the outdoors on your lot. Place trees and flowers around your yard and then add planters or other decorations. You can also use terrain paint to help landscape your lot. You don't have to build a porch or patio—just paint one. Either paint walkways before you place your plants and objects, or afterward to connect them. The bonus to terrain paint is that it is free.



Start off with large objects such as trees. Then once you have them in place, fill in the rest of your landscaping.

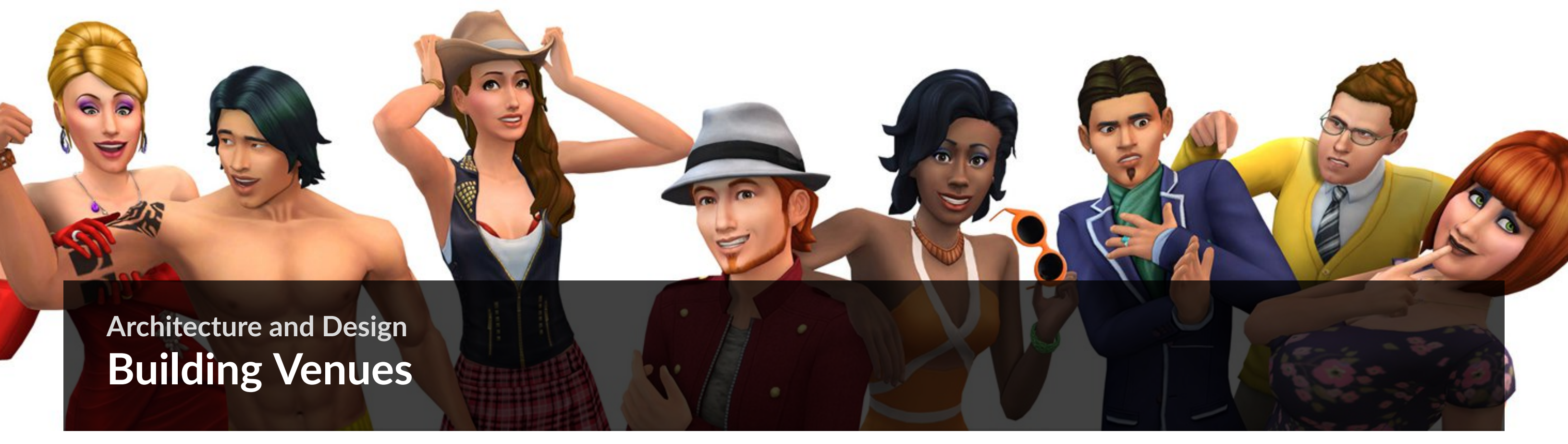
Landscaping really adds to a lot. If you built a patio or porch, put objects on these deck spaces just as you would a room. Some homes have outdoor furniture in the backyard along with a barbecue so the Sims can dine outdoors. Remember to include lighting for your landscaping if your Sims will be outside at night.



Planters and other decorations help finish up the landscaping and add detail to the exterior of your home.

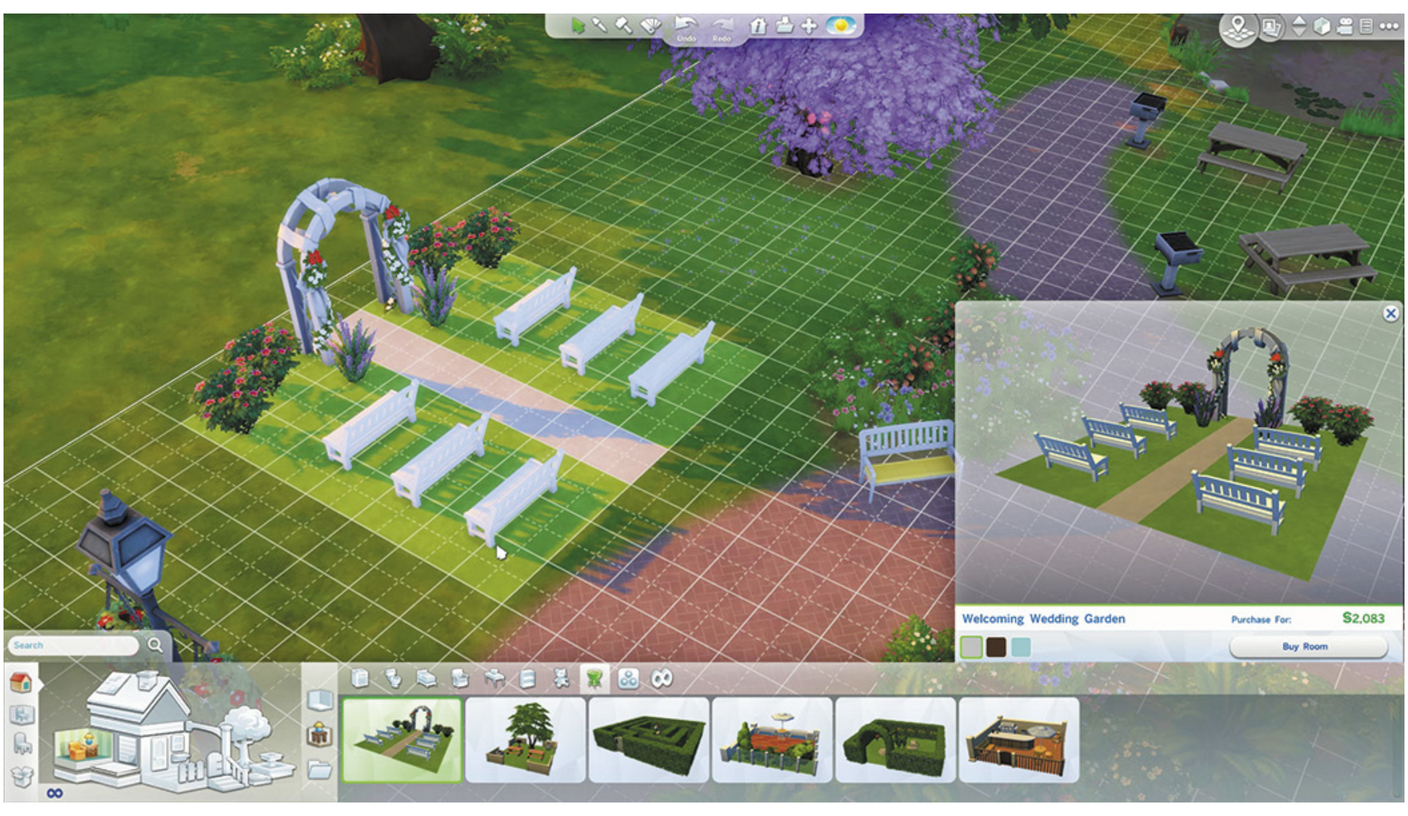
Tip

If you want to develop the Gardening skill, place some empty planters in your yard. Then your Sims can interact with them. Purchase some seeds and plant them in these planters. Then water and weed the plants until you can harvest them.



Building Venues

In addition to building or renovating residential lots, you can also make changes to venues such as the community parks and buildings in the commercial districts. Go to the main menu and select Manage World. Then click on the venue you want to modify. Select the Build option and then you can do anything you want with the venue. Because you don't own it, you have an infinite budget to do what you like. You can also do this with any residential lots—even those already inhabited by Sim households you do not control.



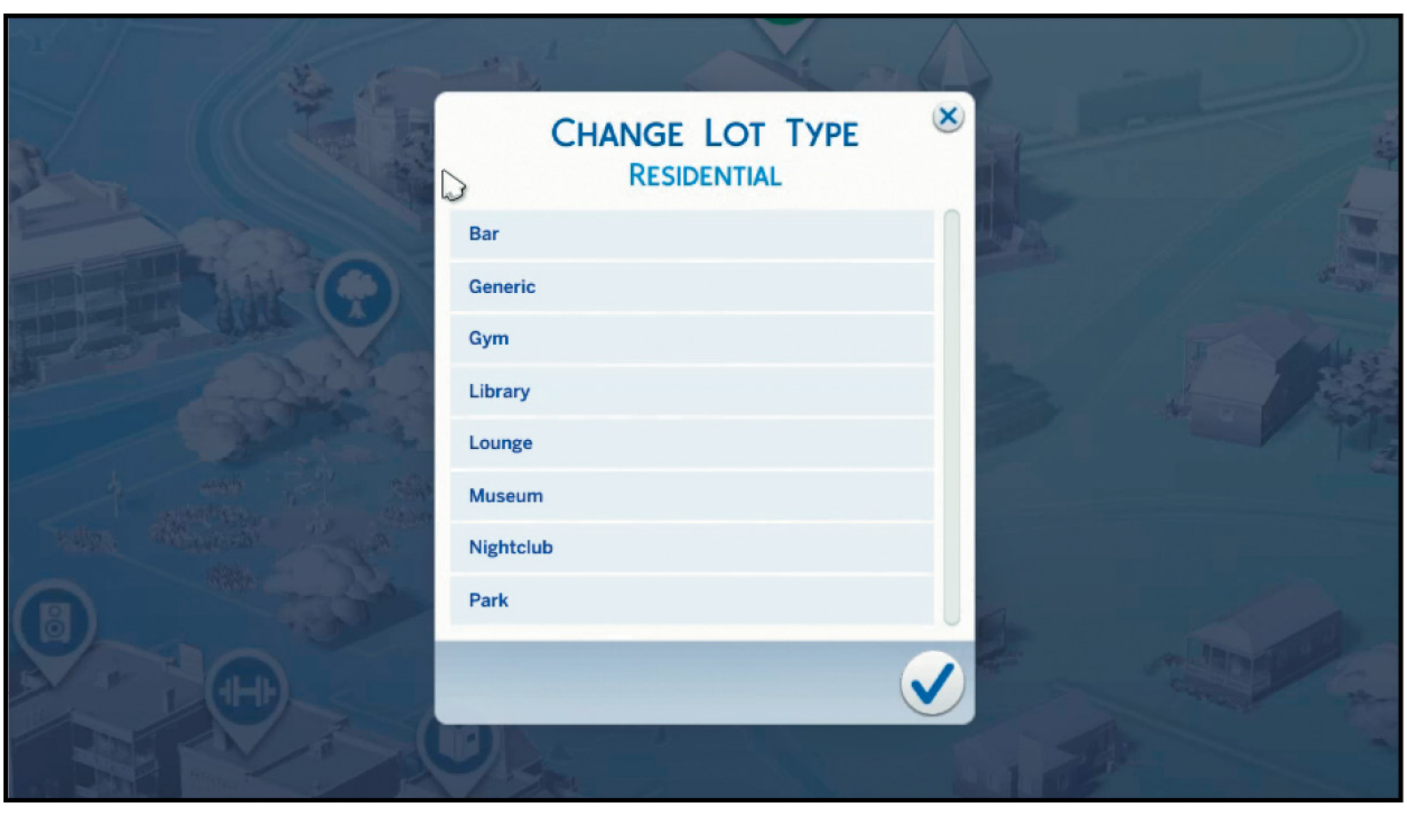
Do you wish you could make changes to your community? Edit the venues to suit your purposes. This is a great way to prepare a lot for a social event and make sure that it contains what you need.

Tip

Some social events such as weddings require specific objects like a wedding arch. Before planning your wedding, scout out possible locations and then go in and build what you need. There is even an outdoor styled room perfect for a wedding ceremony. Position it at a park or other location and then have the wedding. After the event is over, you can go back and remove the room or anything else you added to the lot. This also works at friends' homes, which you might want to use for an event.

Create Your Own Venues

Would you like to live right next door to a nightclub? You can make it happen. Go to the Manage Worlds screen via main menu. From the Manage World screen, you can select a lot—even residential—and change the type of lot it is. Click on the lot, select Edit, and then Change Lot Type. This opens a menu that lets you choose which type of lot you want it to become.



Pick the new type of lot you want.

After selecting a new type of lot, go into the lot and start building. There are nine different types of lots. Generic and residential lots have no requirements; however, all other types of lots require that you include a minimum number of different objects so that they can function properly for their type of lot. If you want to build one of these types of lots, here is what you need to be sure to include:

Bar

- 1 Bar
- 1 Waste Disposal
- 4 Barstools
- 2 Dining Tables
- 4 Dining Chairs
- 1 Stereo
- 1 Sink
- 1 Television
- 1 Toilet

Gym

- 4 Workout Equipment
- 1 Sink
- 1 Shower
- 1 Toilet

Library

- 3 Bookshelves
- 1 Toilet
- 3 Desks
- 1 Waste Disposal
- 5 Desk Chairs
- 2 Living Chairs
- 2 Computers
- 1 Chess Table
- 1 Sink

Lounge

- 1 Bar
- 1 Toilet
- 3 Barstools
- 1 Waste Disposal
- 2 Dining Tables
- 1 Stereo
- 4 Dining Chairs
- 1 Microphone
- 2 Love Seats
- 1 Musical Instrument
- 1 Sink

Museum

- 10 Wall Decor
- 1 Sink
- 5 Sculptures
- 1 Toilet
- 1 Easel
- 1 Waste Disposal

Nightclub

- 1 Bar
- 1 Sink
- 3 Barstools
- 1 Toilet
- 3 Dining Tables
- 1 Waste Disposal
- 6 Dining Chairs
- 1 Stereo

Park

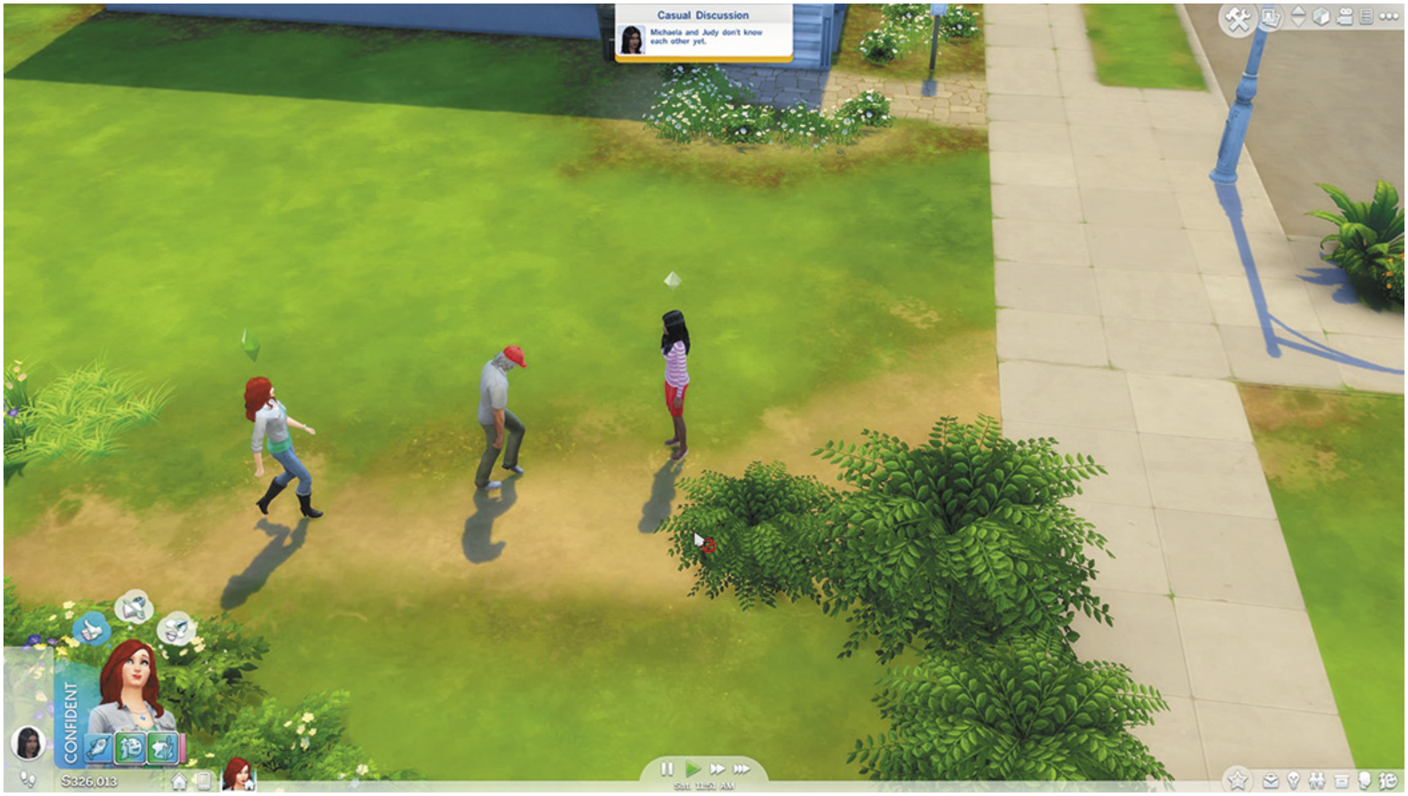
- 1 Sink
- 1 Monkey Bars
- 1 Toilet
- 1 Patio Table
- 1 Waste Disposal
- 4 Outside Patio Chairs
- 2 Benches
- 1 Jungle Gym
- 1 Chess Table

So if you want to live in a specific neighborhood, but wish it had some more amenities for your Sims—such as a park for the kids—convert any lot into a park or other venue. Of course, you may need to bulldoze a house on the lot to make it empty.

Meet Other People

Introduction

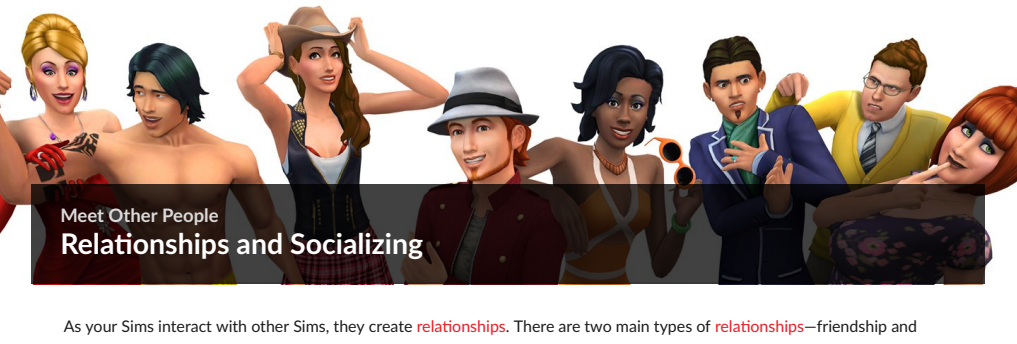
One of the aspects that sets *The Sims* game series apart from all other games is the ability to socialize. In fact, as you may have noticed as you read this guide, Social is a need for all Sims. No matter what your goals for the game—get promoted to the highest level of a career, build a huge mansion, or find all the collectibles—you still need to take care of your Sims's Social need. Therefore, get out there and meet the other Sims in your neighborhood and community.



Casual Discussion

Michaela and Judy don't know each other yet.

No Sim is an island. Get to know the Sims in your community.

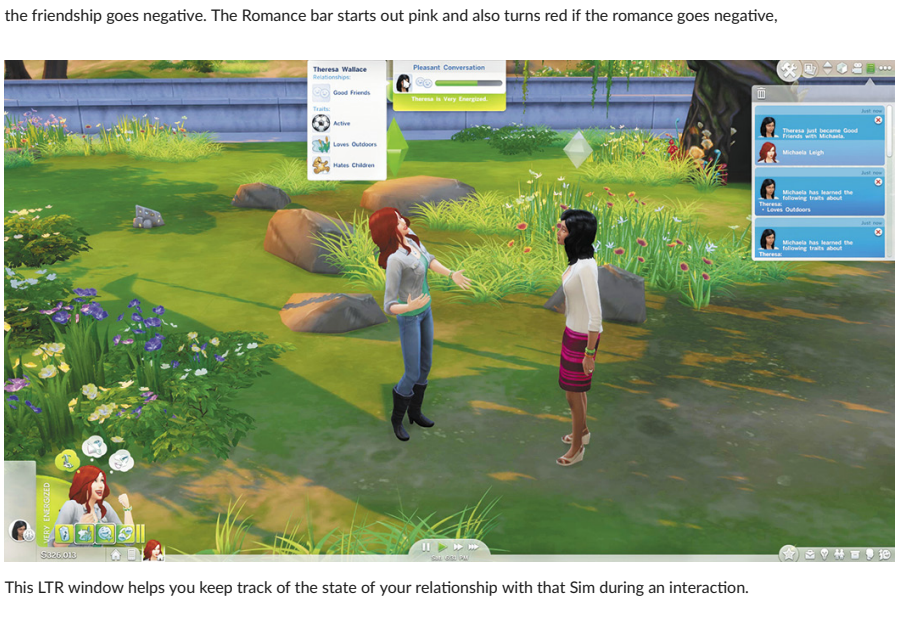


Meet Other People

Relationships and Socializing

As your Sims interact with other Sims, they create relationships. There are two main types of relationships—friendship and romantic. There are various levels for each and they can also be either positive or negative. This section discusses the types of relationships between Sims as well as how to create those relationships.

Whenever you begin socializing with another Sim, a Long Term Relationship (or LTR) window appears at the top of the screen. It shows a small portrait of the other Sim and has one or two bars. If there is only one bar, it is the Friendship meter. If there are two, the top is the Friendship meter and the bottom is the Romantic meter. Move the cursor over the portrait to find out more about the Sim and to get more details on your relationship with that Sim. The Friendship bar starts out green and turns to red if the friendship goes negative. The Romance bar starts out pink and also turns red if the romance goes negative,


Theresa Wallace
Good Friends
Active
Loves Outdoors
Hates Children
Pleasant Conversation
Theresa is Very Energized.

This LTR window helps you keep track of the state of your relationship with that Sim during an interaction.

Tip

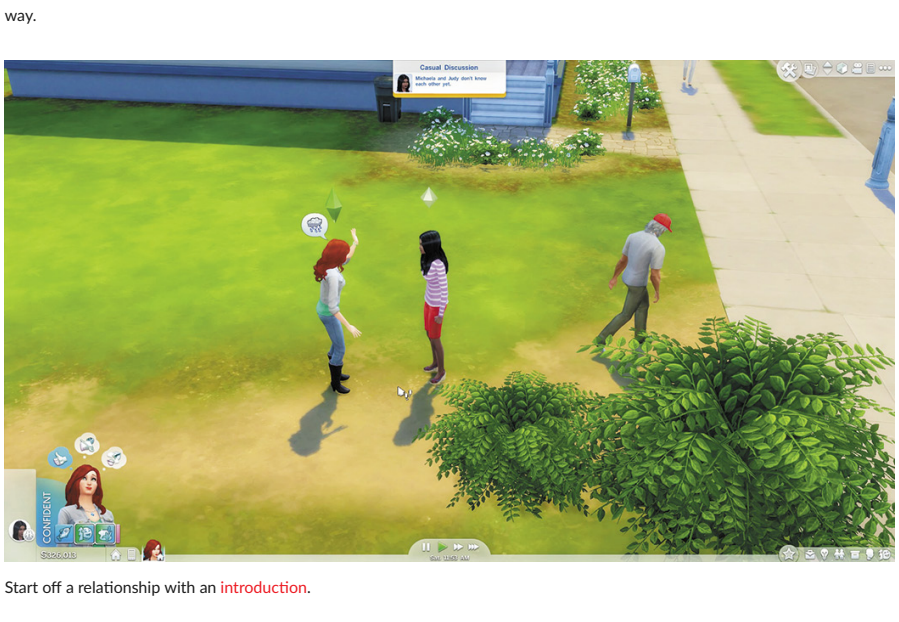
The LTR window is a great way to track your relationship progress while conversing with another Sim. As you discover that Sim's traits and relationships, they appear to the left of the portrait when you place the cursor over the portrait. Use this information to help build up your relationship.

Note

Before you can establish an LTR, you need to know how your relationship is developing. When socializing with one or more Sims, the top of the Relationship window will tell you how the conversation is going (its Short Term Context or STC). For example, a Pleasant Conversation is one that's going well whereas an Awkward Conversation may result in more failures than normal. Hover over the STC in the Relationship window to get more details of how the conversation is going (and what pie menu socials might be a good idea).

Introductions and Socials

Before you can even start a relationship, you must introduce yourself to another Sim. Click on a Sim to bring up a Social menu and select an introduction. All Sims can choose from three different types of introductions—friendly, funny, and rude. An introduction sets the direction of the interaction right from the start. As Sims develop skills, or are in different emotional states, additional types of introductions may become available. Sims who build up their Charisma skill, for example, can also try different introductions including cheerful, enchanting, and flirty. The latter two can help get the conversation into a romantic direction right from the start. You only get one chance to introduce your Sims to other Sims, so make sure you do it the right way.


Casual Discussion
CONFIDENT

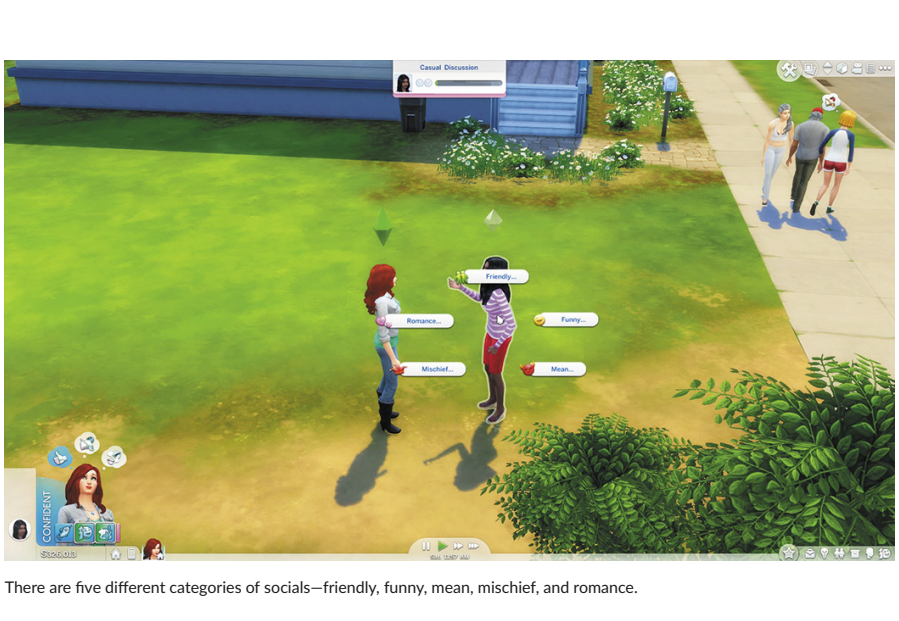
Start off a relationship with an introduction.

Tip

While you might wonder why you would want a rude introduction, some Sims like to be mean and rude to others. Their traits and Aspirations lead them to be mean. In fact, being mean and making other Sims Angry can actually make these Sims Happy.

Almost all relationships start off with the friendship relationship. After an introduction, you are an Acquaintance with the other Sim. Click on the other Sim again to continue the conversation and open up the Social menu. The first level of the menu lets you select from five different categories of socials. Select the category you want to lead the conversation—and relationship—in a specific direction. Here is a brief rundown on each of the categories.

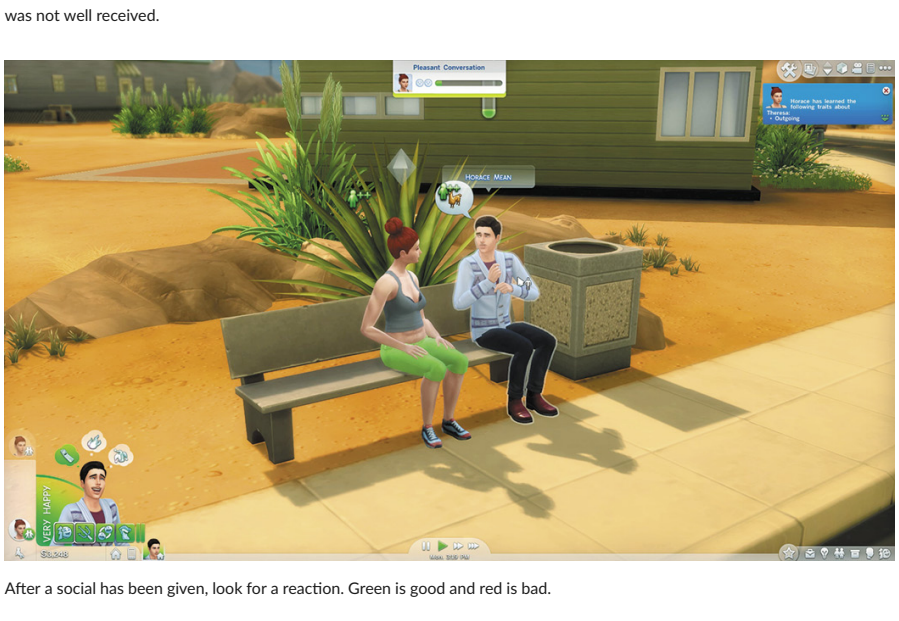
- Friendly: These socials will help increase your friendship with the Sim. This is a good place to begin with for all relationships. These often lead to a Happy emotion.
- Funny: These socials include jokes and funny stories. Use these to cheer up other Sims or to get your Sims and others into a Playful emotion.
- Romance: These socials will help get your Sims into romantic relationships.
- Mischief: Using these socials help build up the Mischief skill and can have different reactions on Sims depending on your relationship and their emotions.
- Mean: These socials decrease your friendship with Sims and help put them in an Angry emotion. Use this to create enemies—not friends.


Casual Discussion
Friendly...
Romance...
Funny...
Mischief...
Mean...
CONFIDENT

There are five different categories of socials—friendly, funny, mean, mischief, and romance.

Friendship

In most cases, you want your Sims to become friends with the other Sims in their community. Therefore, let's learn how to make friends. Start off by selecting socials from the friendly category. A good place to start is to ask about their day. This usually results in a positive reaction as indicated by a green icon that appears above the Sims. This also increases the Friendship meter in the LTR window. You want to continue to get these positive reactions to your socials to build up your friendship. On the other hand, if you see a red icon as a reaction, that decreases your friendship and means that your social was not well received.


Pleasant Conversation
VERY HAPPY

After a social has been given, look for a reaction. Green is good and red is bad.

Continue the conversation by getting to know the Sim or discussing interests. This can not only increase your friendship, but also provide information about the Sim. As you use these types of socials, you can learn about the other Sim's traits. The more you know about other Sims, the better you can plan your socials to improve your friendships.

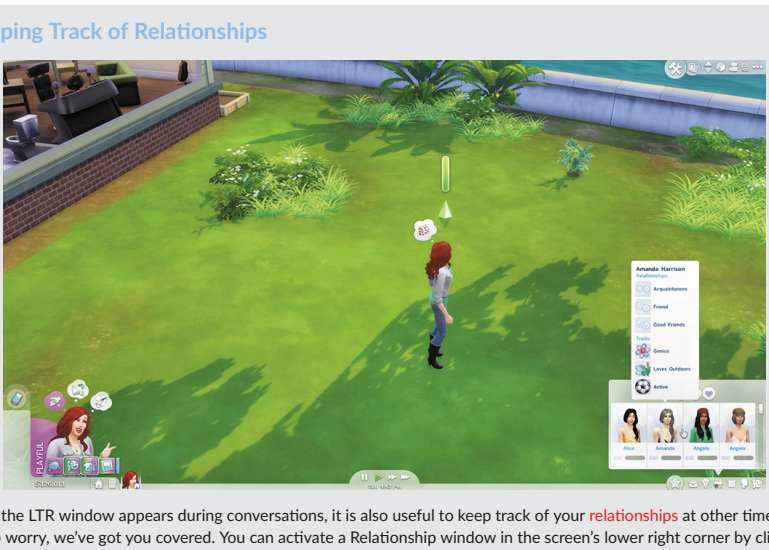
Sims can also use socials related to their traits. A Sim with a love of the outdoors can enthuse about the outdoors with other Sims. If those Sims also have the same trait, this can help develop the friendship even further. Along those same lines, as Sims develop skills, they can unlock new socials that allow them to discuss their skills and achievements in those areas. For example, a Sim who has progressed in the Video Gaming skill can debate game strategy while a Sim who has been fishing can boast about his or her biggest catch.

Tip

No matter what your Sims' careers, it is always a good idea to develop the Charisma skill. This skill comes in very handy during conversations because it offers several unique social interactions—plus when using those socials, your Sims also further develop the Charisma skill. Get started by practicing a speech in front of a mirror or reading a book on charisma. Eventually you can use the computer to further develop this skill. A Sim with a well developed Charisma skill has an easier time making friends.

The goal of conversations is usually to build up the friendship. While the relationship starts out as an Acquaintance, as the green Friendship bar in the Relationship window grows, your relationship progresses. As the bar gets over half full, your relationship changes to Friends and then to Good Friends. Keep using those friendly socials and after the bar gets more than three-quarters of the way to full, a new social appears in the friendly category—become Best Friends. Select it to ask the other Sim to become Best Friends. This is a special relationship and is independent from Good Friends. In fact, if you look at the relationship in the Relationship window, it will show Good Friends and Best Friends.

Keeping Track of Relationships

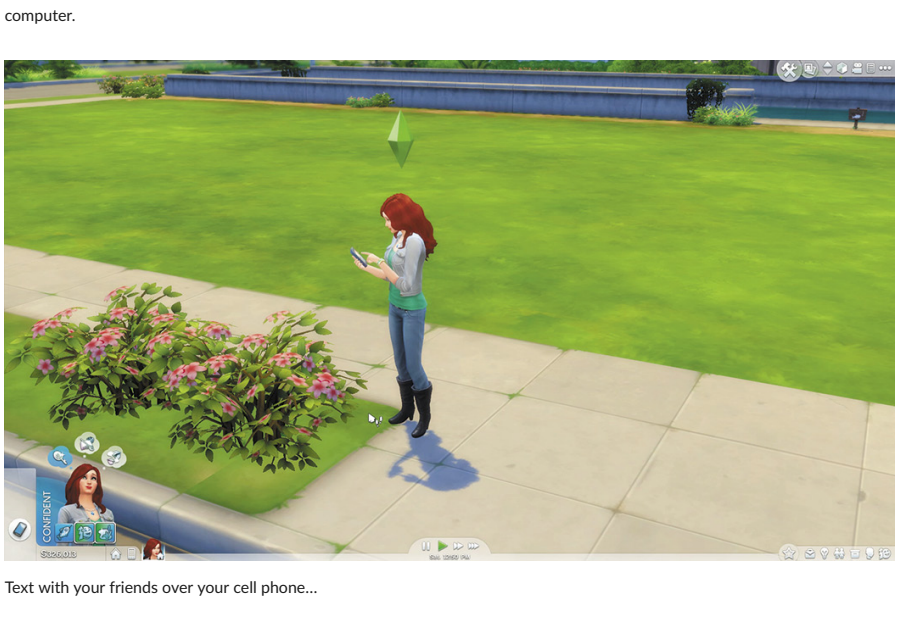

Amanda Marrison
Acquaintances
Friend
Good Friends
Genius
Loves Outdoors
Active
PLAYFUL

While the LTR window appears during conversations, it is also useful to keep track of your relationships at other times. Not to worry, we've got you covered. You can activate a Relationship window in the screen's lower right corner by clicking on the icon with two people. This window shows portraits of all of the Sims who your currently selected Sim has met. You can even filter these Sims to show all relationships, just friends, just Sims in your household, or just romantic relationships. Below each portrait is an icon and a bar showing your LTR with each Sim. Move the cursor over the portrait of a Sim and a small window appears, providing more details on that Sim, including what information you have learned about that Sim—the same type of information you get from the LTR window when you are in a conversation with that Sim. The Relationship window also lets you interact with Sims. Click on a portrait to open a menu that allows you to send a text to that Sim, chat with that Sim, or invite them to go somewhere. If you are in a romantic relationship, you can even ask them out on a date from this menu.

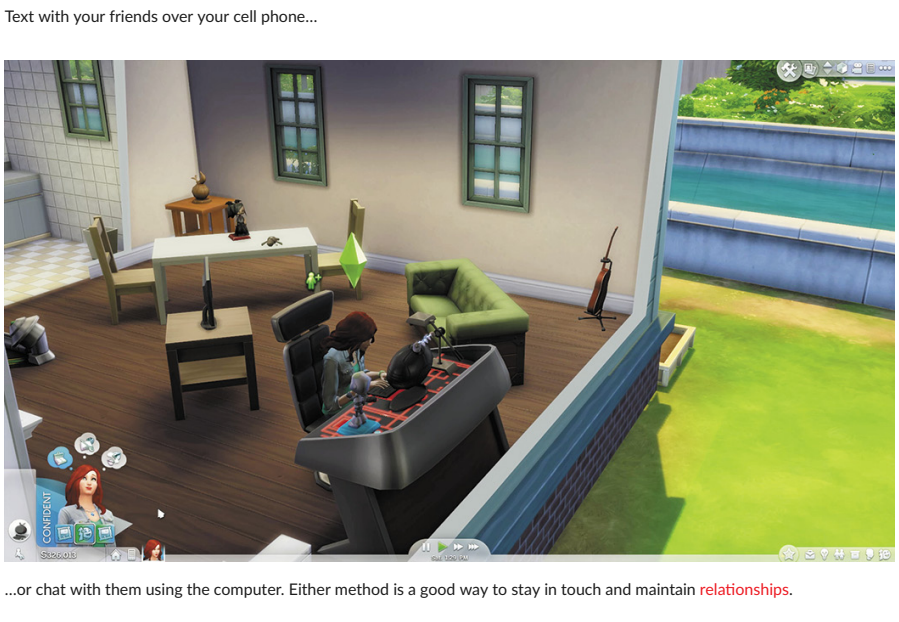
Maintaining Friendships

Once you make friendships with other Sims, the work is not done. Just as in real life, you need to maintain friendships or they will begin to deteriorate. Even a Best Friend can go back to being just an Acquaintance if you neglect them. In fact, if left alone, all relationships will deteriorate back to Acquaintance—even negative relationships (which will be covered later).

Because your friends may not always happen to walk by your home, or attend the same venues, you need to have other ways of staying in touch. Use your cell phone to chat or to send a text to one of your friends. This adds some more points to your Friendship meter and keeps the friendship alive. You can also invite Sims to come over to your home or invite them to travel with you to another location where you can then engage in conversation and really work on the relationship. If you have a computer, use it to chat with Sims you already know. You can find these choices under the Socialize category on the computer.



Text with your friends over your cell phone...



...or chat with them using the computer. Either method is a good way to stay in touch and maintain relationships.

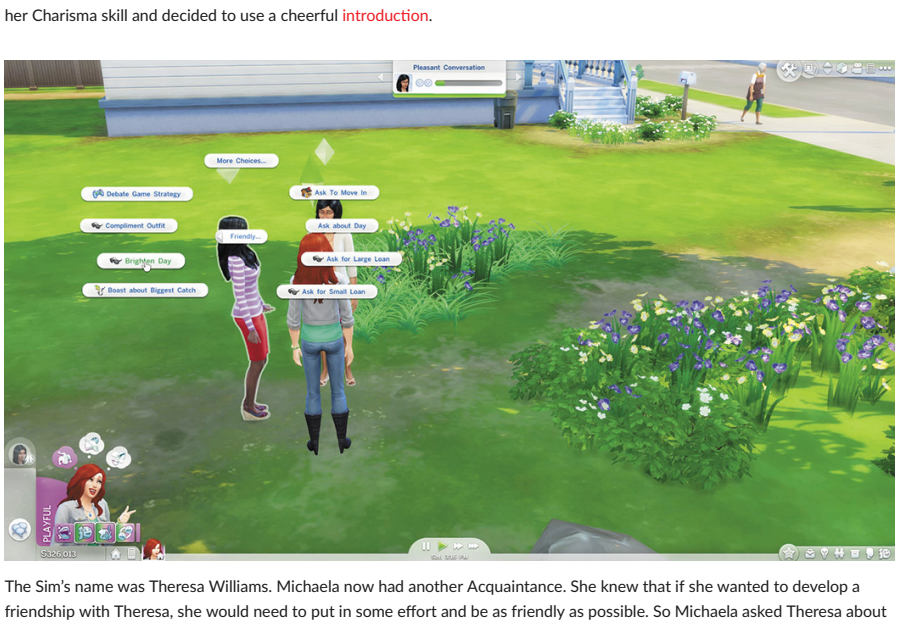
Tip

Chatting and texting will help maintain a friendship. However, these interactions are not as productive as an actual conversation. Therefore, send a text or do a quick chat if you have not interacted with friends in a few days, but be sure to schedule some time for a conversation. In fact, invite several of your friends over to your home so you can socialize with them all at the same time.

Michaela Makes a New Friend

Pleasant Conversation
VERY HAPPY

Michaela loves the outdoors and enjoys walking around her neighborhood. When she is not fishing, digging up rocks, or looking for frogs, she likes to meet her neighbors and the other Sims in the area. One day, she was talking to Judy Cole, catching up on what was going on in her life, when a new Sim walked by. Always eager to meet someone new, Michaela used her Charisma skill and decided to use a cheerful introduction.


Pleasant Conversation
More Choices...
Debate Game Strategy
Compliment Outfit
Brighten Day
Boast about Biggest Catch
Friendly...
Ask To Move In
Ask about Day
Ask for Large Loan
Ask for Small Loan
PLAYFUL

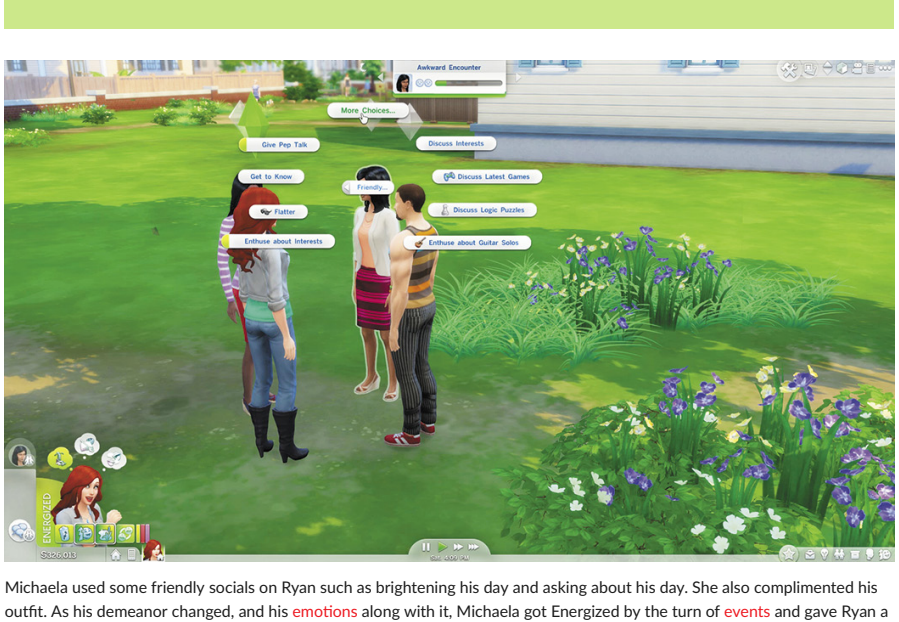
The Sim's name was Theresa Williams. Michaela now had another Acquaintance. She knew that if she wanted to develop a friendship with Theresa, she would need to put in some effort and be as friendly as possible. So Michaela asked Theresa about her day. This resulted in a positive response, so Michaela complimented Theresa on her outfit. Because Michaela was still Happy, she even tried brightening Theresa's day with a social available to Happy Sims.

Pleasant Conversation
VERY PLAYFUL

While they were having a pleasant conversation, Ryan Lawrence walked up and joined in. He was Angry and the situation turned into an awkward encounter. Worried that Ryan might ruin her friendly efforts with Theresa, Michaela decided to use this as an opportunity to exercise her socializing abilities.

Tip

When Ryan approached, he appeared to be stomping as he walked. That is a visual cue as to his emotional state. As he joined the conversation, and an LTR window appeared at the top of the screen, the red indicator at the bottom showed that he was Angry. You can often discern a Sim's emotions by their walk and their actions.


Awkward Encounter
More Choices...
Give Pep Talk
Get to Know
Flatter
Enthuse about Interests
Friendly...
Discuss Interests
Discuss Latest Games
Discuss Logic Puzzles
Enthuse about Guitar Solos
ENERGIZED

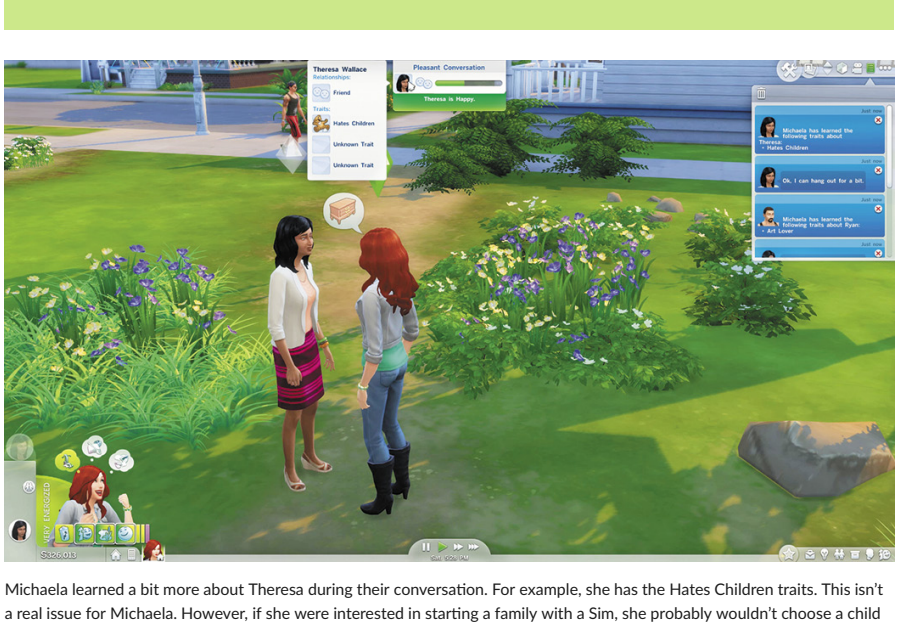
Michaela used some friendly socials on Ryan such as brightening his day and asking about his day. She also complimented his outfit. As his demeanor changed, and his emotions along with it, Michaela got Energized by the turn of events and gave Ryan a pep talk to further cheer him up. The Energized emotion also let her enthuse about her interests.

Pleasant Conversation

Judy and Ryan had to leave the conversation and Michaela was worried Theresa might have to go as well. Therefore, Michaela invited Theresa to hang out. This was fine with Theresa and she agreed. Now Michaela did not feel like she had to rush the conversation and could enjoy the experience.

Tip

If you are in an area where a lot of Sims keep interrupting your conversation, try inviting the Sim to hang out at your home or another location. Then you can hopefully have some more privacy.


Theresa Wallace
Friend
Hates Children
Unknown Trait
Unknown Trait
Pleasant Conversation
Theresa is Happy.
Michaela has learned the following traits about Theresa: Hates Children
Ok, I can hang out for a bit.
Michaela has learned the following traits about Ryan: Art Lover

Michaela learned a bit more about Theresa during their conversation. For example, she has the Hates Children traits. This isn't a real issue for Michaela. However, if she were interested in starting a family with a Sim, she probably wouldn't choose a child hating Sim as a partner.

Pleasant Conversation

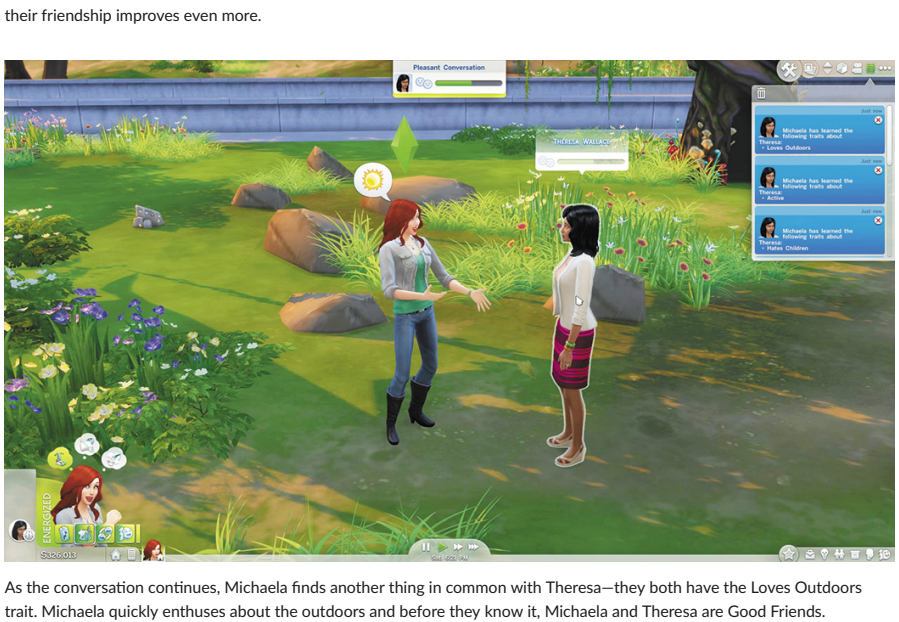
Excited to learn something about Theresa, and now very Energized from their conversation, Michaela went for a hip bump. That did the trick. She was doing well with the relationship and the bump gave it the bump they needed. Michaela and Theresa were now Friends.

Note

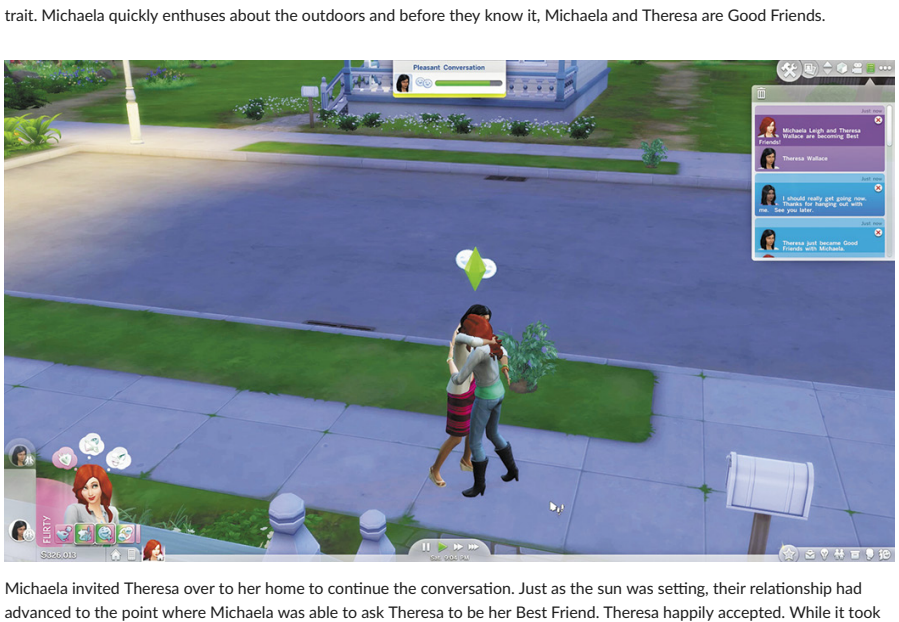
Not all social interactions are conversational—some are physical. Depending on the level of the LTR and the Sims' emotional states, you can take a picture with another Sim, hip bump, hug, and so forth. The romance socials have even more interactions of the physical nature.

Pleasant Conversation

Michaela keeps using friendly socials to find out more about Theresa. She learns that Theresa has the Active trait, so Michaela decides to discuss fitness techniques because she has been working on her Fitness skill. Because they have a common interest, their friendship improves even more.


Pleasant Conversation

As the conversation continues, Michaela finds another thing in common with Theresa—they both have the Loves Outdoors trait. Michaela quickly enthuses about the outdoors and before they know it, Michaela and Theresa are Good Friends.


Pleasant Conversation
Michaela Leigh and Theresa Wallace are becoming Best Friends!
Theresa Wallace
Theresa just became Good Friends with Michaela
FLIRTY

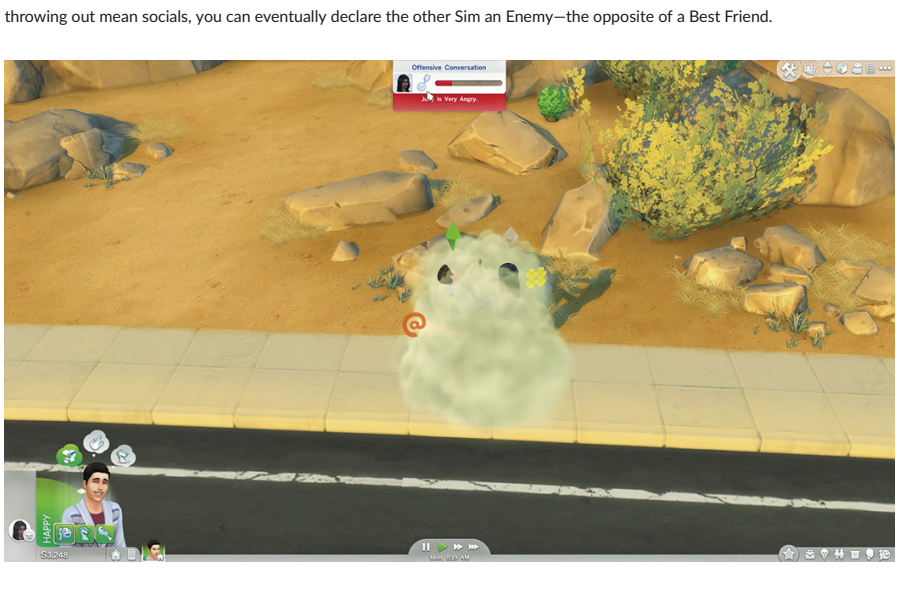
Michaela invited Theresa over to her home to continue the conversation. Just as the sun was setting, their relationship had advanced to the point where Michaela was able to ask Theresa to be her Best Friend. Theresa happily accepted. While it took all afternoon, Michaela was able to meet a new Sim and make her a Best Friend before bedtime.

Note

While Sims can progress all the way to Good Friends just by using friendly socials, in order to become Best Friends, you must use this specific social and the other Sim has to accept it.

Being Mean

While you can build up friendships, you also have the opportunity to ruin friendships. One of the categories of socials is designed to decrease your friendships—mean. These socials almost always result in negative reactions that have the Friendship bar get smaller until the green disappears. Then the bar begins growing again; however, this time it is red as the relationship become more hostile. When progressing along the hostile side of the LTR, you move from Acquaintance to Disliked when you get to the halfway point of the meter. Keep going in the red to three-quarters and you are now Despised. Then if you keep throwing out mean socials, you can eventually declare the other Sim an Enemy—the opposite of a Best Friend.

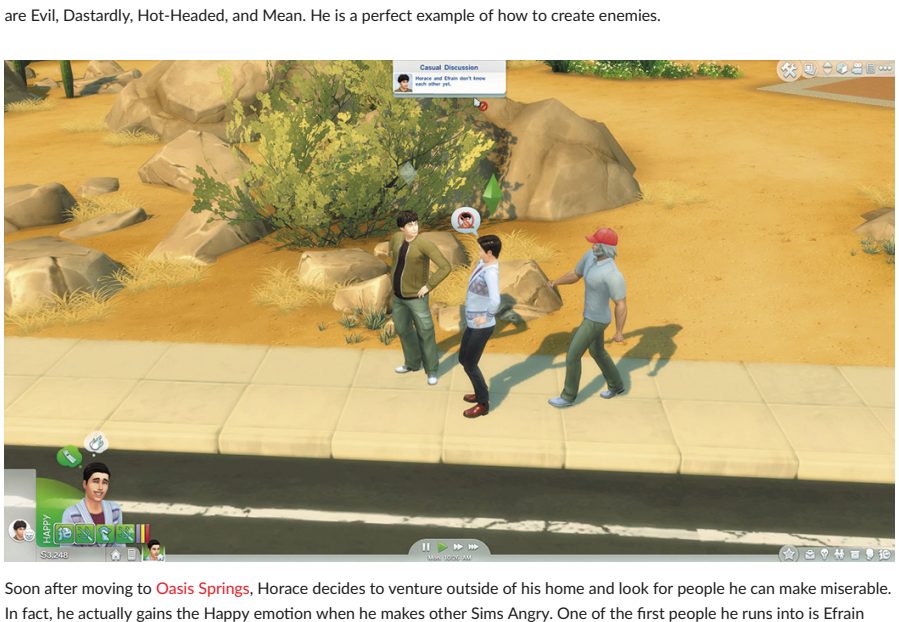

Offensive Conversation
HAPPY

Tip

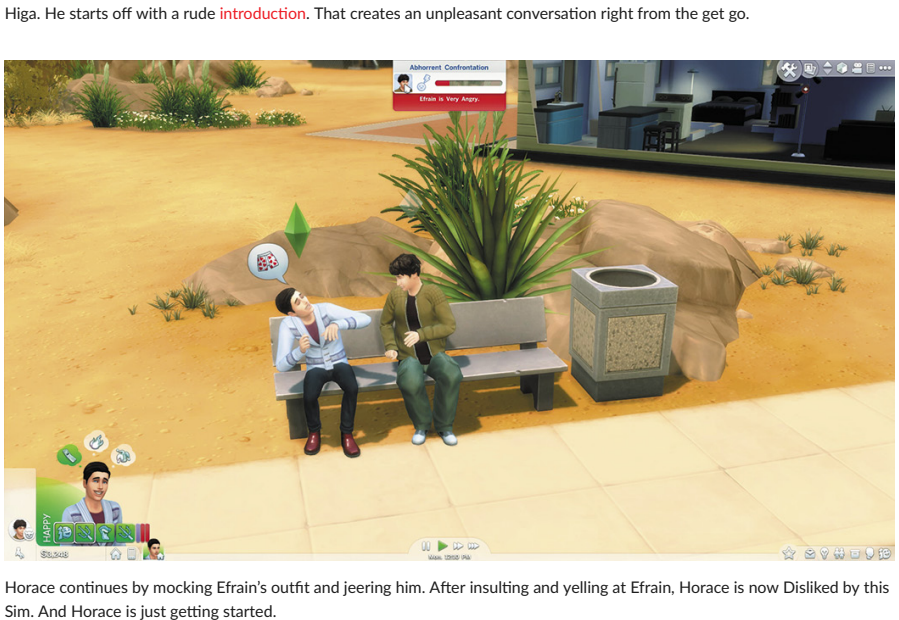
When you get a Sim Angry at you, there is a chance that you will be able to choose to fight the other Sim. Of all the mean socials, this can get the LTR from just starting in the red all the way to a full red meter. After a fight, you definitely have the chance to declare that Sim an Enemy.

Horace Makes Some Enemies

Horace isn't necessarily a bad Sim—he was just created that way. In fact, he does not have much of a chance to be good because all of his traits and his Aspiration are designed to make him a bad person. His Aspiration is Public Enemy and his traits are Evil, Dastardly, Hot-Headed, and Mean. He is a perfect example of how to create enemies.


Casual Discussion
HAPPY

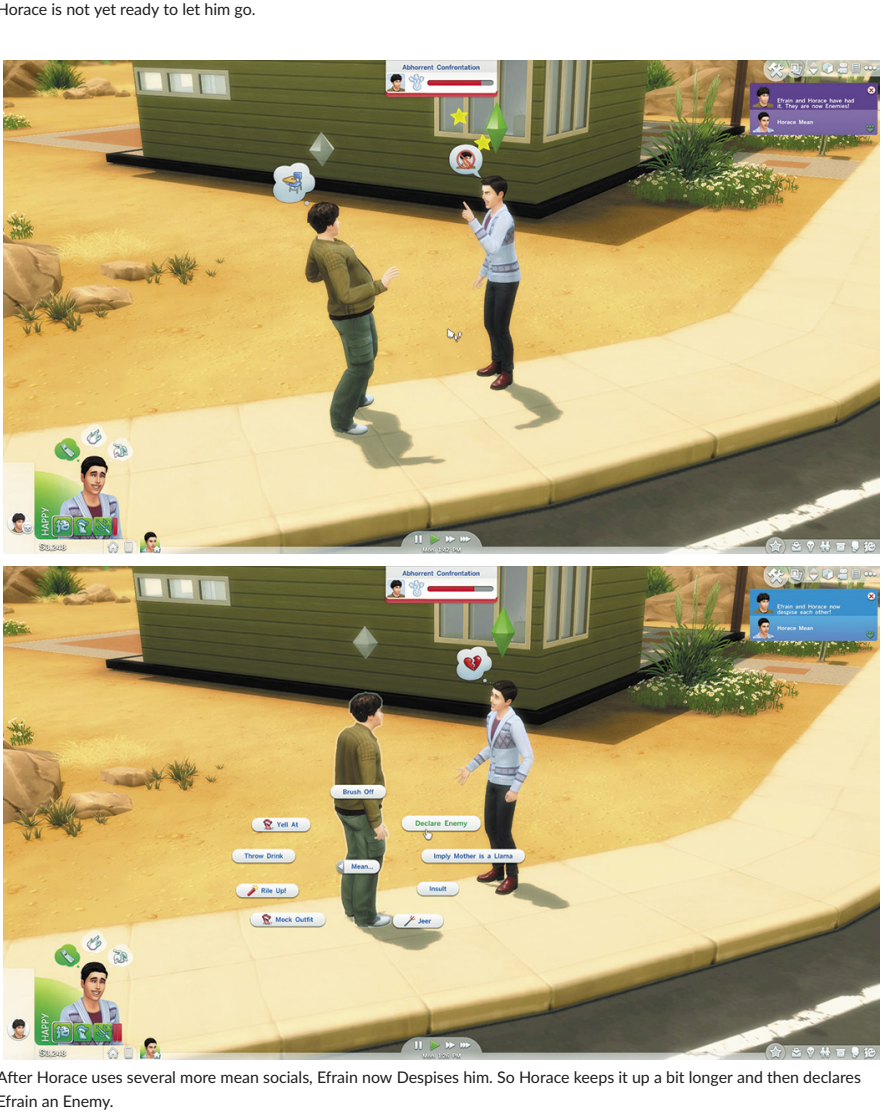
Soon after moving to Oasis Springs, Horace decides to venture outside of his home and look for people he can make miserable. In fact, he actually gains the Happy emotion when he makes other Sims Angry. One of the first people he runs into is Efrain Higa. He starts off with a rude introduction. That creates an unpleasant conversation right from the get go.


Abhorrent Confrontation
Efrain is Very Angry.
HAPPY

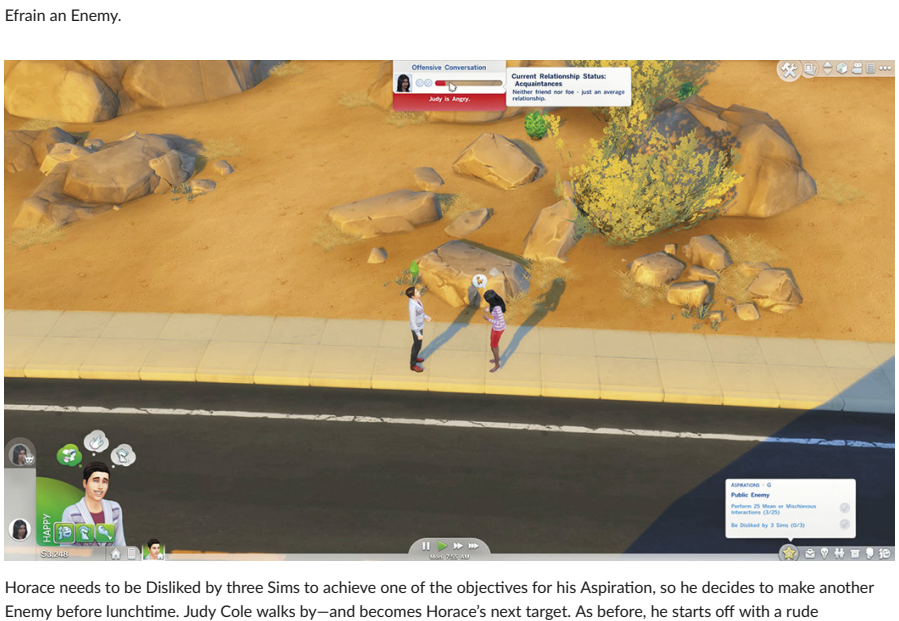
Horace continues by mocking Efrain's outfit and jeering him. After insulting and yelling at Efrain, Horace is now Disliked by this Sim. And Horace is just getting started.

Offensive Conversation
HAPPY

Next Horace throws his drink at Efrain—or at least tries to. Efrain becomes very Angry and tries to walk away. However, Horace is not yet ready to let him go.


Abhorrent Confrontation
Efrain and Horace have had it. They are now Enemies!
Horace Mean
Efrain and Horace now despise each other!
Brush Off
Yell At
Throw Drink
Rile Up!
Mock Outfit
Mean...
Declare Enemy
Imply Mother is a Llama
Insult
Jeer
HAPPY

After Horace uses several more mean socials, Efrain now Despises him. So Horace keeps it up a bit longer and then declares Efrain an Enemy.


Offensive Conversation
Judy is Angry.
Current Relationship Status: Acquaintances
Neither friend nor foe - just an average relationship.
Public Enemy
HAPPY

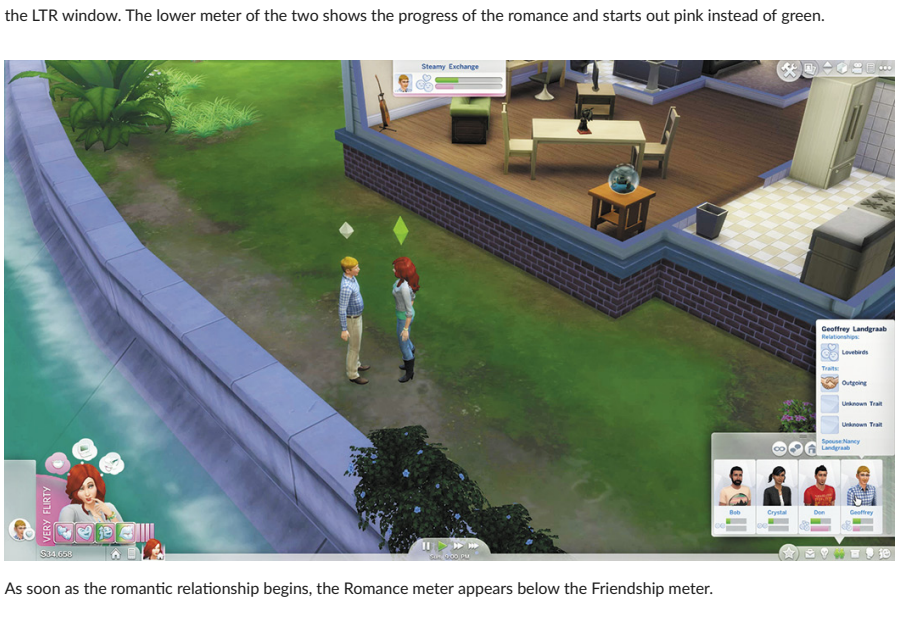
Horace needs to be Disliked by three Sims to achieve one of the objectives for his Aspiration, so he decides to make another Enemy before lunchtime. Judy Cole walks by—and becomes Horace's next target. As before, he starts off with a rude introduction. After a couple more mean socials, Judy is already Angry.

Offensive Conversation
Horace Mean is getting into his first fight!
Judy Cole
HAPPY

Shortly after becoming Disliked by Judy, Horace decides to fight her. While it seems like Judy came out ahead in the scuffle—Horace is a bit Dazed—Judy now Despises Horace. To try to save some face, Horace declares her an Enemy and then walks away. Even though he has made two Sims Despise him and now has a couple of Enemies, Horace is Happy.

Romantic

While you want to create friendships with other Sims, most Sims want to have romantic relationships as well. Romance is kept track of separately from friendship. In fact, as soon as a friendship begins taking a romantic turn, a second meter appears on the LTR window. The lower meter of the two shows the progress of the romance and starts out pink instead of green.


Steamy Exchange
Geoffrey Landgraab
Lovebirds
Outgoing
Unknown Trait
Unknown Trait
Bob
Crystal
Don
Geoffrey
VERY FLIRTY

As soon as the romantic relationship begins, the Romance meter appears below the Friendship meter.

While friendly socials help advance the Friendship meter, use romance socials to get the Romance meter started and keep it going. However, you can't just start with romance. You need to at least get the friendship going a bit before moving to romance. If you try romance too early, you are likely to be rejected and end up embarrassed. Not to worry. Just build up that friendship a bit more and then go for the romance.

Note

Romantic socials are available to all teen and older Sims and can be used with all other teen and older Sims. The gender of either Sim is irrelevant. Therefore, you can develop romantic relationships between male and female Sims as well as between Sims of the same gender. There are no advantages or disadvantages to any of these types of relationships. In addition, you can have romantic relationships with more than one Sim at a time. In fact, the Serial Romantic Aspiration requires this.

Just like friendship relations have different levels, so too do romantic relationships. As soon as you begin down the romantic path, and the Romance meter appears, the two Sims are Romantic Interests. Keep using romance socials successfully to get to the next level—Lovebirds. As the romance meter progresses even further, the Sims become Sweethearts. At this level, a new social becomes available to ask a Sim to be a Boyfriend or Girlfriend. Finally, a Sim can propose—another social in the romance category—which causes them to be Engaged and then leads to Marriage.

Steamy Exchange
VERY FLIRTY

Once they have a girlfriend or boyfriend, your Sims can then propose to their significant other and get married.

When your Sims decide to get married, you have a choice. They can elope and get married right away. This is cheaper and the Sims are instantly married. However, what is a marriage without a big wedding? Both Elope and Plan a Wedding Event are socials that appear on the main Socials menu when two Sims are engaged. You do not have to get married right away, despite the socials continuing to appear on the menu whenever two engaged Sims socialize.

Tip

When Sims get married and are not already in the same household, you have the opportunity to move the Sims from one household to another to create a family. You can also do this before marriage by using the social to ask someone to move in with your Sim.

Horace Finds Love

Now we know that Horace is a mean person. However, even mean people need some love in their life. While Michaela has little problem with romance due to her Aspiration and traits, Horace starts off at a disadvantage. However, as we will see, if Horace can succeed at romance, anybody can.

PAUSED
HAPPY

Shortly after creating two Enemies on his first day in Oasis Springs, Horace saw Julie Lawrence jogging by. Still in a Happy mood, he decided instead of making a third Enemy, he might try for a romantic relationship.

Pleasant Conversation
Acquired the Charisma Skill
Horace Mean
VERY HAPPY

Starting off with a friendly introduction, Horace follows up with a heartfelt compliment. He was actually surprised at how easy it was. By this time, the two are having a pleasant conversation. Horace continues using friendly socials and learns that Julie has the Active and Outgoing traits.

Amorous Exchange
VERY FLIRTY

Once he has gotten to know Julie a bit better, Horace uses his first romance social. He asks Julie if she is single. She says she is, so he follows up with a flirt and then compliments her appearance—two more romance socials. He continues with a pick up line; by this time, both Horace and Julie are Flirty and the conversation has gone from pleasant to suggestive. Then after a couple more romance socials, the Romance meter appears on the LTR window and the relationship moves from Acquaintances to Romantic Interest.

Very Awkward Encounter
VERY FLIRTY

Horace moves to more physical socials by holding Julie's hands, offering her a rose, and then kissing her hands. This takes the relationship to Lovebirds.

Steamy Exchange
Steamy Exchange
VERY FLIRTY

After a few more romance socials, Horace is ready to try for a first kiss. It goes well and is later followed by some more kissing. The two are getting along great—they are now Sweethearts—so Horace asks Julie to be his Girlfriend. She agrees and the two jump up and down giddily.

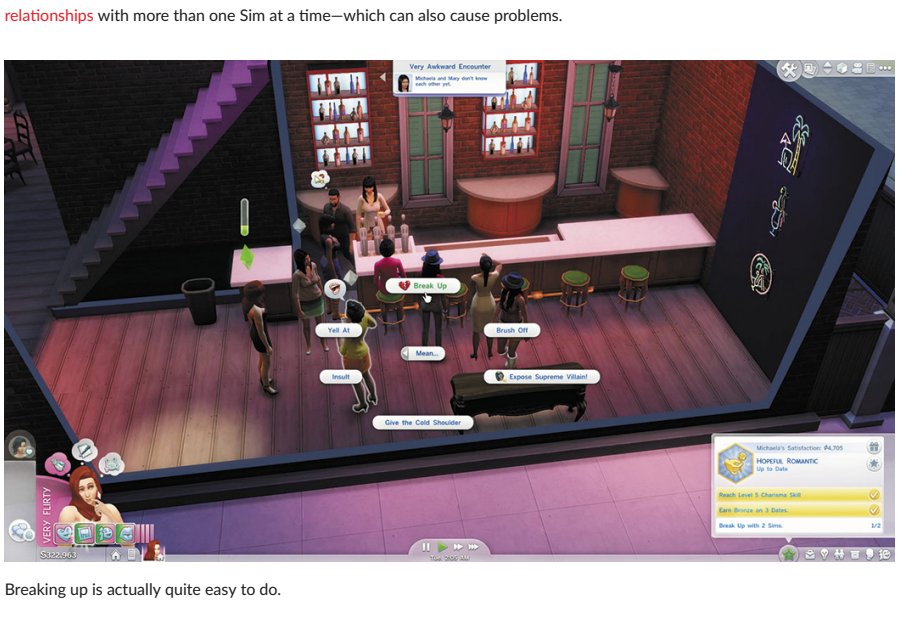
Steamy Exchange
FLIRTY

Horace has enjoyed spending the afternoon talking to Julie and does not want it to end. Therefore, he uses another romance social to invite Julie to stay the night. After a dinner at Horace's home, the two sit on the couch and make out.

They eventually head into the bedroom and have WooHoo for the first time. Horace and Julie then drift off to sleep to finish their day of romantic bliss.

Relationship Problems

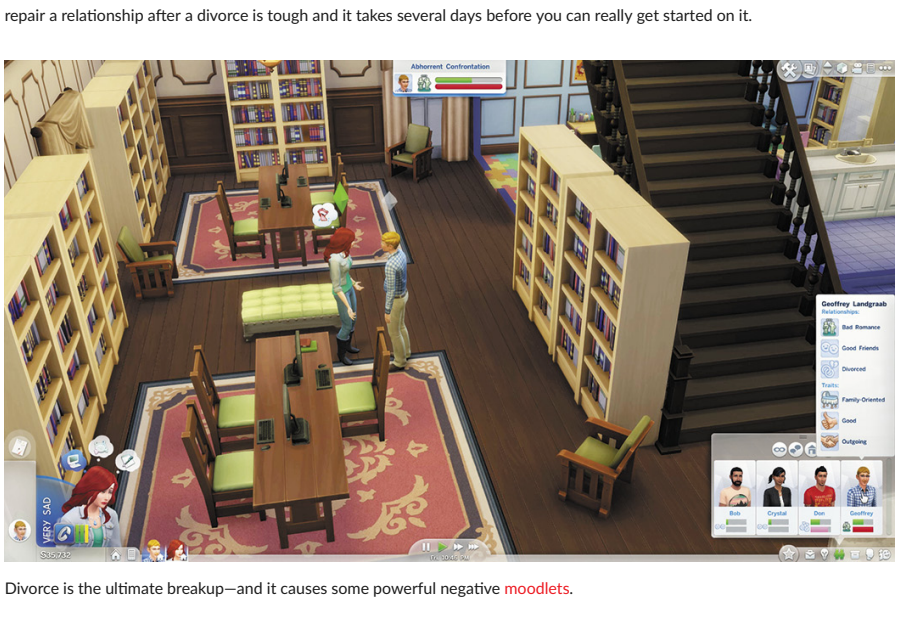
Not all romantic relationships work out. This is primarily because the player chooses to make a relationship fail. Sims with the Serial Romantic Aspiration actually have to break up with two Sims as one of their objectives. They also have to have romantic relationships with more than one Sim at a time—which can also cause problems.


Very Awkward Encounter
Break Up
Yell At
Brush Off
Insult
Mean...
Expose Supreme Villain!
Give the Cold Shoulder
Hopeful Romantic
Up to Date
Reach Level 5 Charisma Skill
Earn Bronze on 2 Dates
Break Up with 2 Sims
VERY FLIRTY

Breaking up is actually quite easy to do.

Breaking up is a mean social. It is only available when two Sims are either Boyfriend/Girlfriend or are Engaged. This ends the relationship and each Sim receives a Sad moodlet that can affect their emotions. Also, the Romance meter turns red instead of pink. The further along the meter was in the pink, the further along it will be in the red and the relationship will be very awkward. Any additional romance socials are likely to fail and even friendly socials can fail. The best thing to do to try to repair this relationship is to apologize, and then work on friendly socials. However, it will take some time before the Romance meter degrades enough so that the red is all gone and then you can start over again.

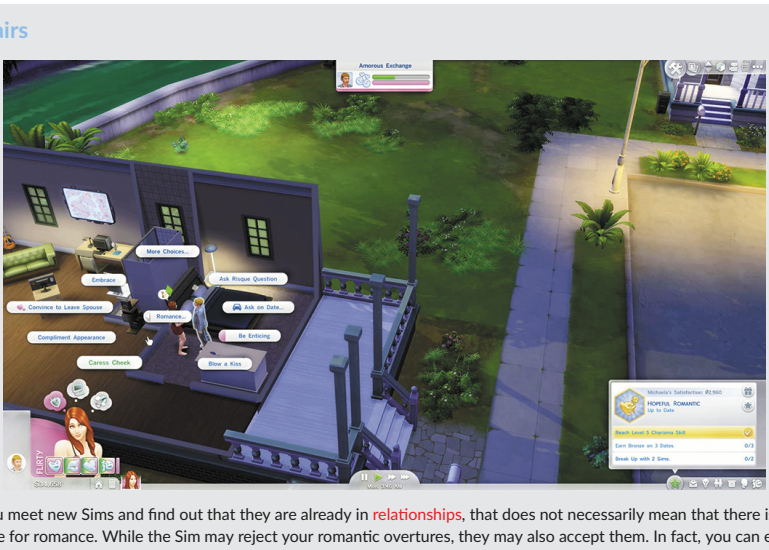
Once Sims are married, they can end their relationship with a divorce. This too is a mean social. It is similar to a breakup. However, because it is much more serious, the Sims receive a powerful Sad moodlet that can last a couple of days. Trying to repair a relationship after a divorce is tough and it takes several days before you can really get started on it.


Abhorrent Confrontation
Geoffrey Landgraab
Bad Romance
Good Friends
Divorced
Family-Oriented
Good
Outgoing
Bob
Crystal
Don
Geoffrey
VERY SAD

Divorce is the ultimate breakup—and it causes some powerful negative moodlets.

Jealousy is one of the reasons Sims may break up or divorce. It is caused when a Sims with at least a Romantic Interest in each other do something romantic with another Sim. For example, if a husband uses romantic socials with another Sim while in front of his wife, she will definitely get jealous and that causes some negative moodlets—and can decrease the Romance meter of the couple. Making out or WooHooing with another Sim gives a big hit to the relationship.

Affairs

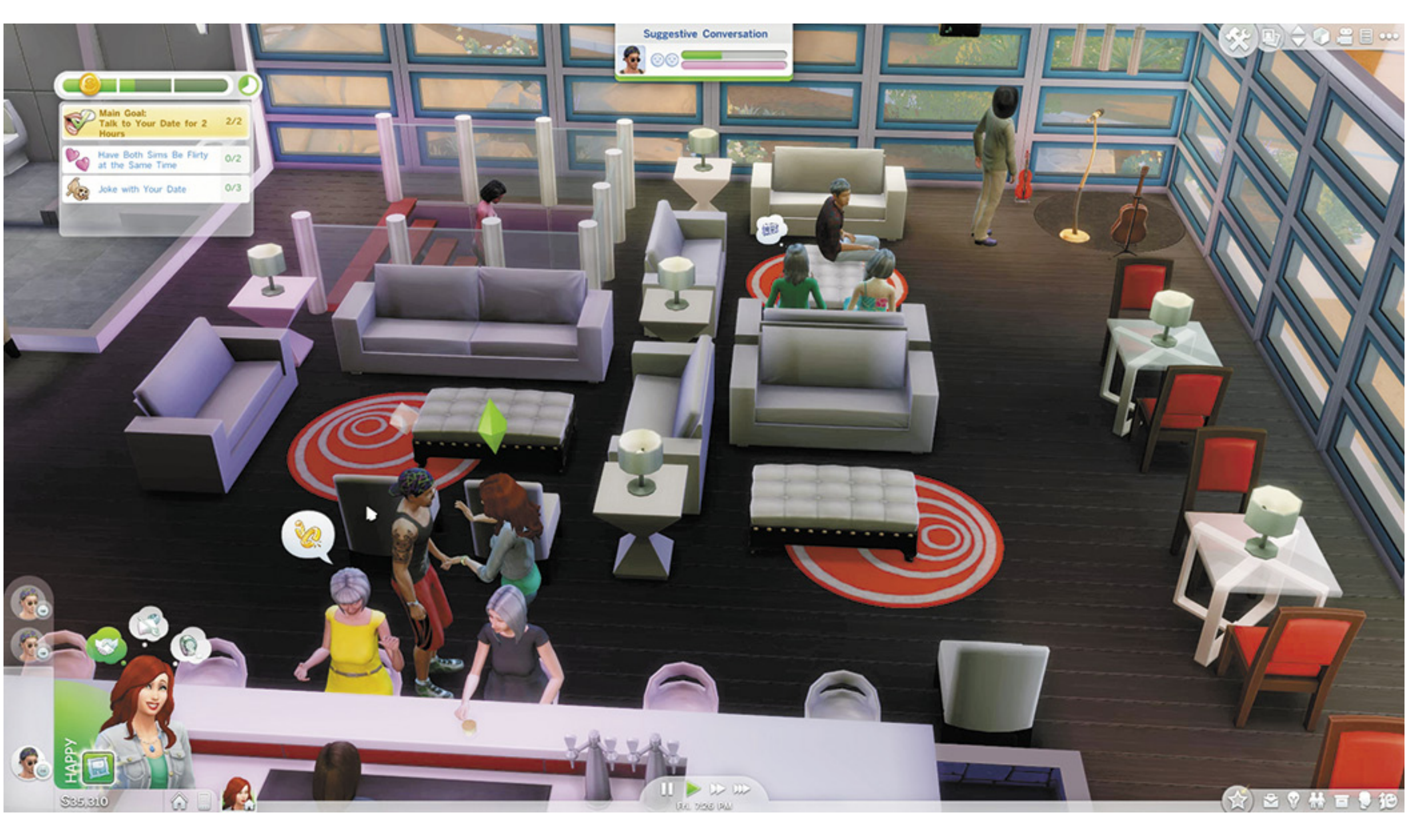

Amorous Exchange
More Choices...
Embrace
Convince to Leave Spouse
Compliment Appearance
Caress Cheek
Ask Rogue Question
Ask on Date...
Romance...
Be Enticing
Blow a Kiss
Hopeful Romantic
Up to Date
Reach Level 5 Charisma Skill
Earn Bronze on 2 Dates
Break Up with 2 Sims
FLIRTY

As you meet new Sims and find out that they are already in relationships, that does not necessarily mean that there is no chance for romance. While the Sim may reject your romantic overtures, they may also accept them. In fact, you can even become a Boyfriend/Girlfriend with a Sim who already has a Boyfriend/Girlfriend or is even Married! In fact, once you have become Boyfriend/Girlfriend with a married Sim, you have a romance social available to convince them to leave their spouse. You can even ask that the Sim move in with your Sim and then take control of that Sim when he or she becomes part of your household.

Meet Other People

Events

While there were events in previous *TheSims* games, *The Sims 4* takes social events to a new level. Each social event has goals that you must try to meet during the course of the event. Your event is judged by how many of these goals you have met, and it's awarded a Bronze, Silver, or Gold medal at the end. Just remember: the better your award, the better your reward.


Suggestive Conversation
Main Goal: Talk to Your Date for 2 Hours 2/2
Have Both Sims Be Flirty at the Same Time 0/2
Joke with Your Date 0/3
HAPPY

All social events have an Event window to help you keep track of your progress.

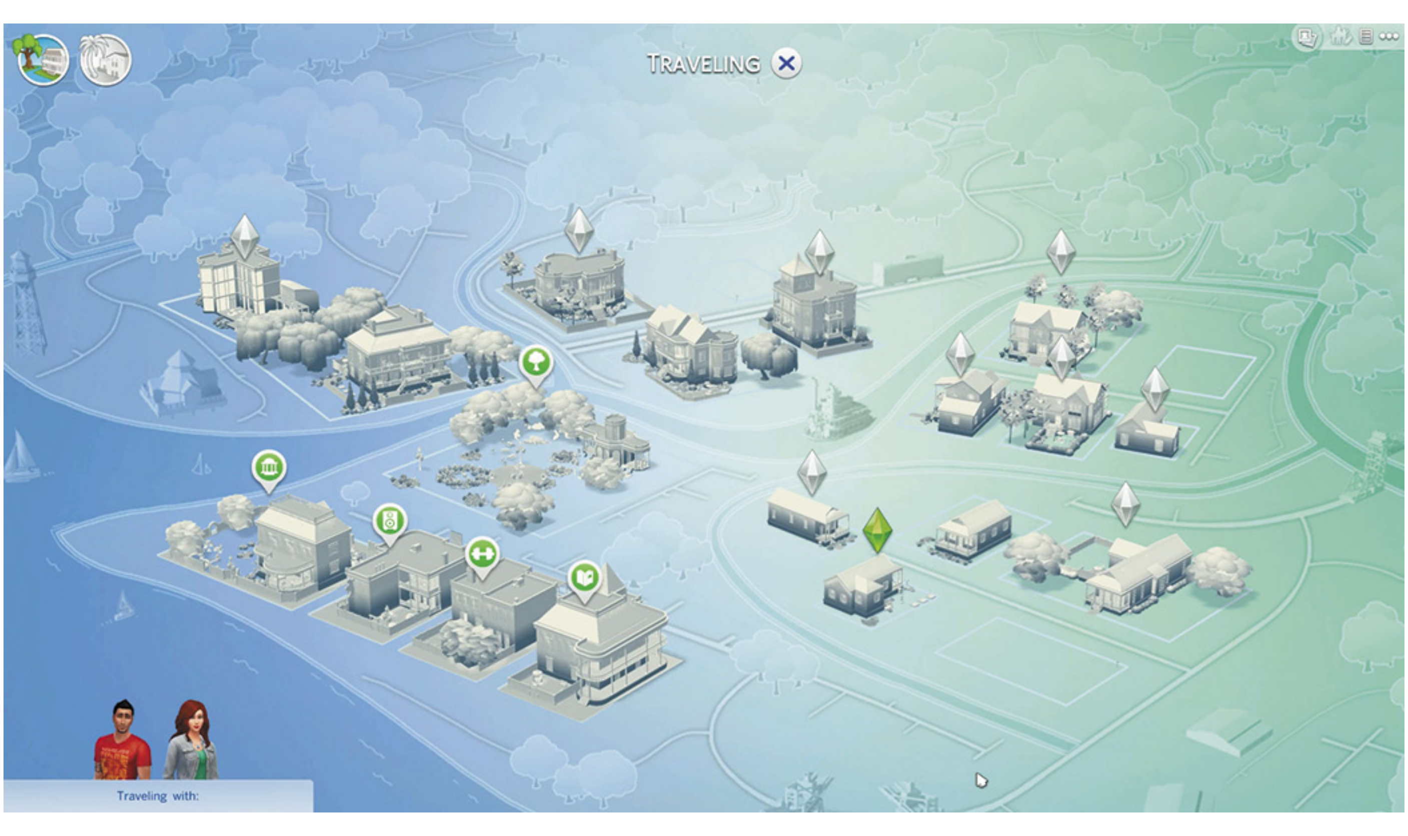
Once an event begins, an Event window appears in the screen's upper left corner. At the top of the window is a meter that keeps track of how well the event is going—and which award you have earned so far. Below the meter is the main goal. For your event to be at all successful, you must meet the main goal. It is usually not too difficult to meet this goal, and if you can get it, you earn a Bronze award. In addition to the main goal, two or three additional goals appear at a time. As you complete one, another may take its place. As you achieve these goals, the meter fills up and you begin working toward a Silver or even Gold medal for the event. Some goals can be difficult to achieve because many rely on what the other Sims at your party do. If you can't control them, you'll need to help facilitate those Sims towards those actions. For example, you may need call them to dance, make sure the right objects are available to them, and of course: keep the drinks well stocked! Try to fulfill as many of the goals as you can in the allotted time limit.

Note

On the far right side of the Event meter is a timer. Position the cursor over this timer to see how much time remains for the event. Events last several hours, but you still have a time limit in which to complete as many goals as possible. You can also click on this timer to end the event early.

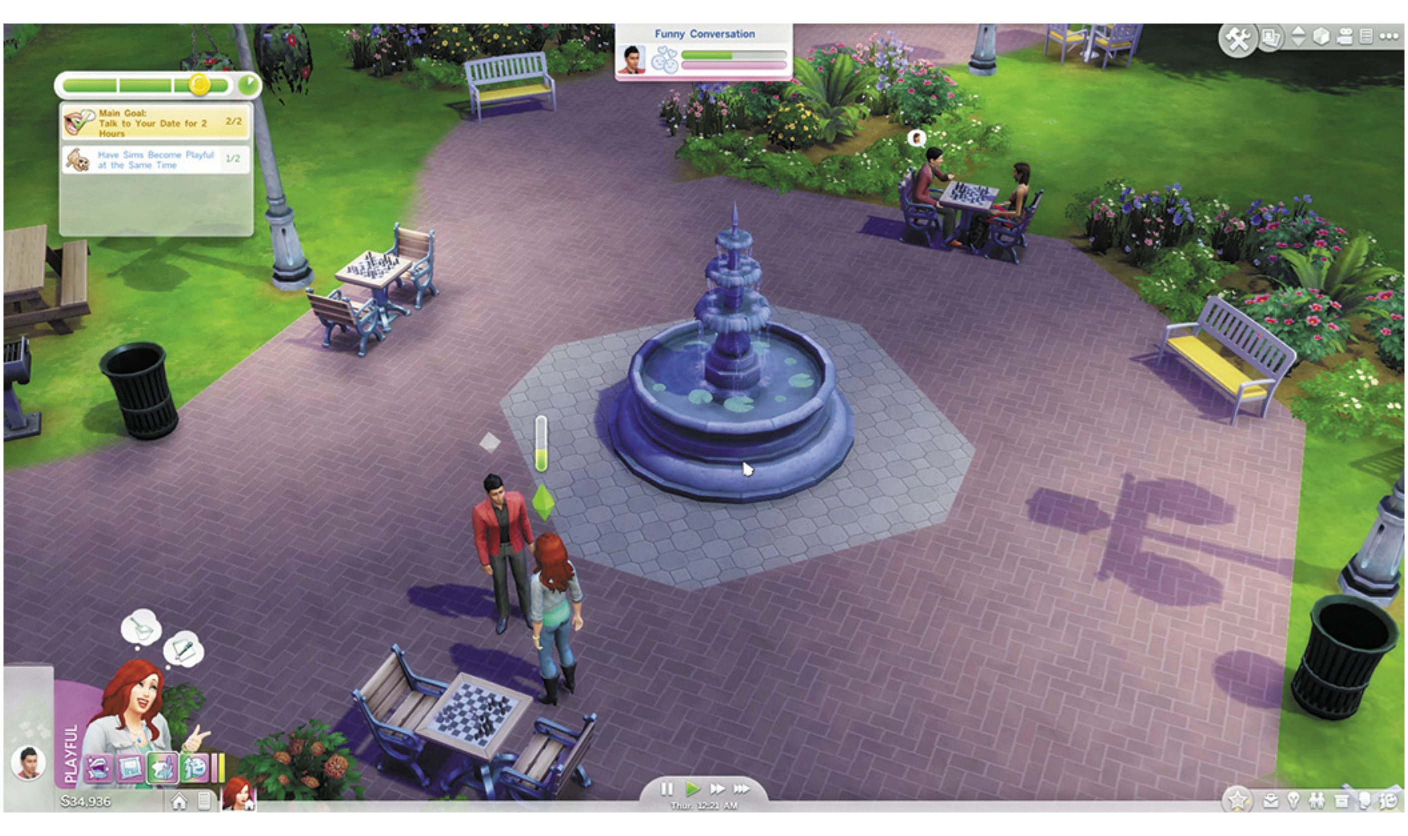
Dates

Dates are the most basic type of social event and the best one with which to start to learn how events work. Dates don't cost anything and no planning is required. There are several different ways you can start a date. You can use your cell phone to invite another Sim on a date. A second way is to click on a portrait of a Sim in the Relationship window and select the Ask on a Date action. Finally, during a conversation, you can ask a Sim on a date. Don't do this unless you have several hours right then and there because the date starts almost immediately once your invitation is accepted. You then go to the travel screen and pick a location for your date. It can be at any of the venues, a park, or at a home. While a nightclub or bar might be a typical location, you can still have a successful date anywhere—even the gym. Try to pick a location that fits your date's traits and personality.



The only real planning for a date is to pick a location.

Once you and your date arrive at the location, the date begins. The main goal of all dates is to talk to your date for at least two hours. That is usually easy to do and gets you a Bronze medal. Other goals that you get initially are usually to sit and talk to your date. Start up a conversation with your date, then find a table with chairs, or a couch, and choose to Sit Together to get both of you sitting. Flirting is another easy goal to achieve. Just select Flirt three times from the romance socials during your conversation and one more goal down. Other goals such as joking with your date or having a deep conversation require you to select these socials. Other goals could be to be Playful with your date. Therefore, you need to use socials to help you both get into a specific emotion. Tell jokes to get Playful for example.


Funny Conversation
Main Goal: Talk to Your Date for 2 Hours 2/2
Have Sims Become Playful at the Same Time 1/2
PLAYFUL

You can have a successful date anywhere. If your date loves the outdoors, try going to the park for a date. This will put your date in a good mood right from the start.

Tip

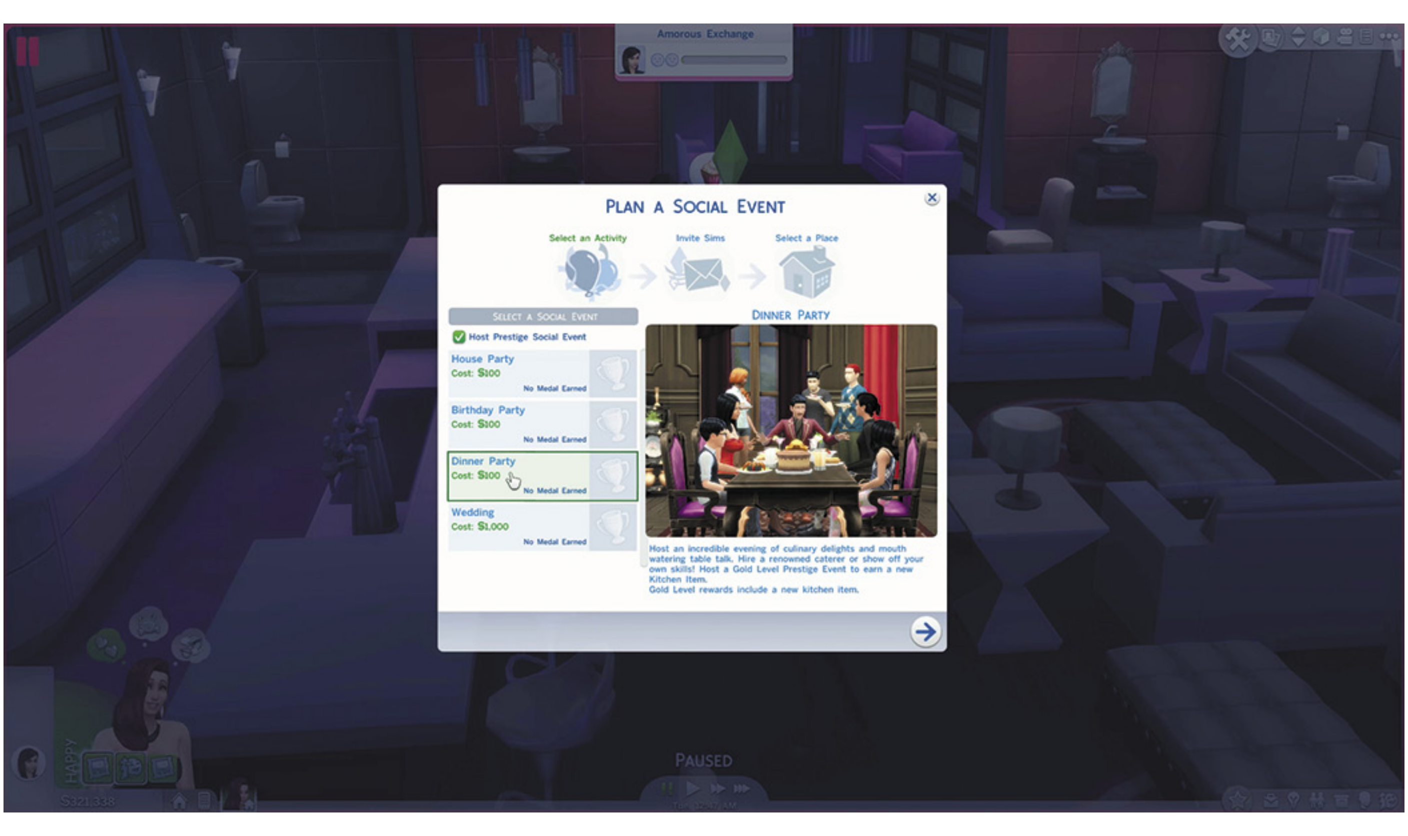
Prepping before the date can be a good idea because you can set up the right environment for love. For example, you could have a dinner pre-made in your refrigerator, or maybe place it in your inventory if you're going to go to the Park. In addition, your decor can even help create emotions. If you have several different objects that can create emotional auras, have them positioned around the date location and enable them as needed during the date. Don't forget to take out the trash and clean up as well.

Parties

You can host four different types of parties. While each is a bit different and has its own flavor, for the most part the parties are very similar in planning and hosting. Once you are ready to host a party, get on your cell phone and select the Plan a Social Event option. This opens up a window where you get to plan the event. You can choose from a House Party, a Birthday Party, a Dinner Party, or a Wedding. Weddings will be covered later, but the planning portion is the same for all of these events. Parties cost money, and you have to pay up front. Once you select a type of party, you then get to invite Sims. Start off by selecting the host, which will be one of your Sims—you can have more than one. For a Birthday Party, select the Sim whose birthday you are celebrating. Next you get to invite Sims. You must invite a minimum of 2 Sims to a party and a maximum of 20. For your first parties, keep attendance low because it is easier to achieve goals. Next you can select an Entertainer, a Caterer, and a Mixologist. These can be your Sims, Sims you know or you can hire a random Sim to fill these slots. These positions are optional, but they can really help a party. Just be sure that you have the requirements at the location you choose for these Sims to do their jobs. Finally you can select a location for the party. This can be your home, several of the venues in the community, or even the home of one of your friends.

Note

The Dinner Party is a great party for your first event. You only need a host and guests—you don't need anyone else. One of the requirements is to prepare a meal, so don't do it in advance. Just make sure you have a table and chairs for all your guests—or enough seats to accommodate them all. You don't even have to be a good cook to have a successful Dinner Party.



Host an incredible evening of culinary delights and mouth watering table talk. Hire a renowned caterer or show off your own skills! Host a Gold Level Prestige Event to earn a new Kitchen Item.
Gold Level rewards include a new kitchen item.

Planning the party is half the fun.

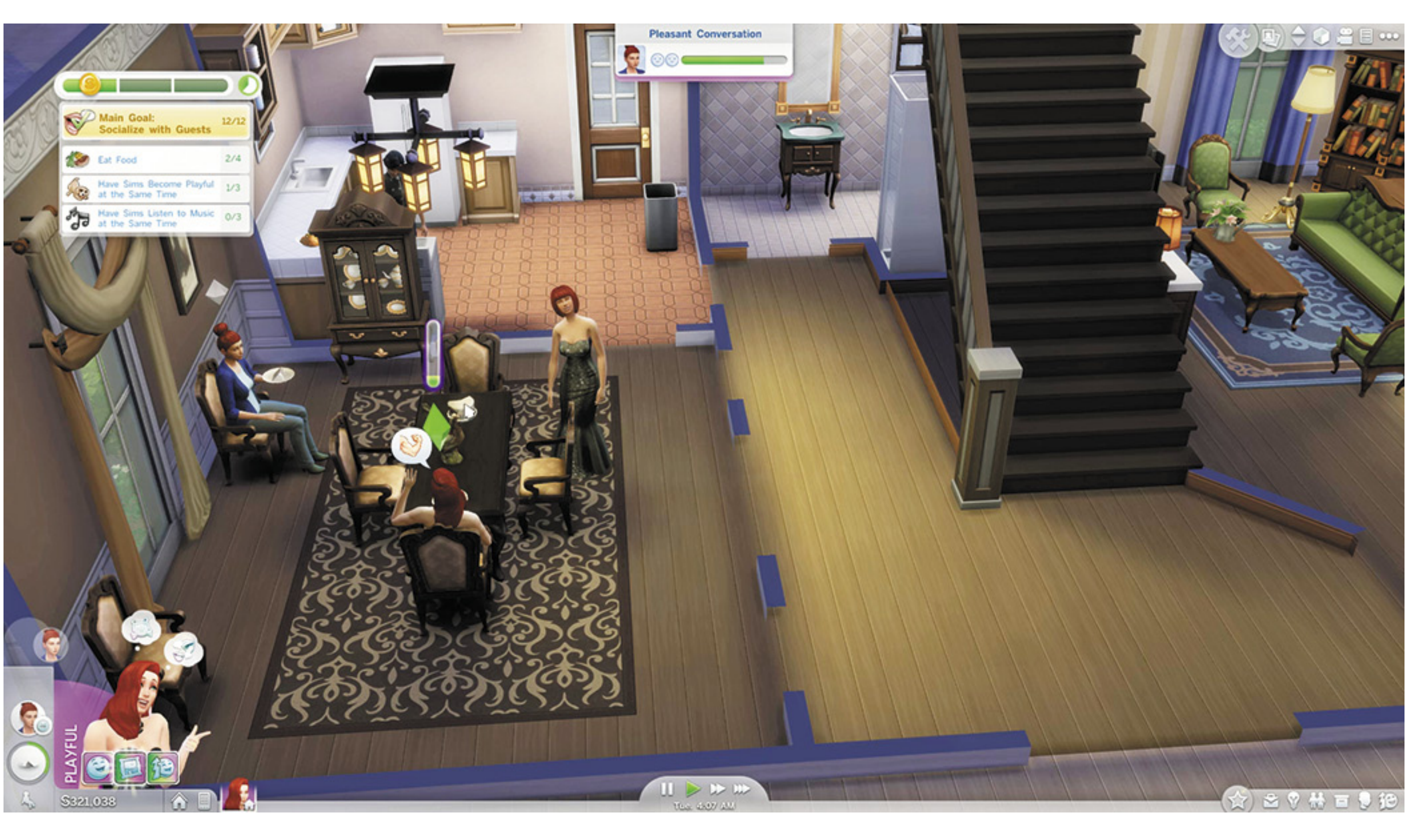
Event Positions

Position	Description	Requirements
Caterer	Makes food during the event	Stove, counter, and refrigerator
Entertainer	Provides music for the event	Piano
Mixologist	Make drinks for the guests	Bar

Tip

Want to have an event without worrying about goals and medals? When are deciding what type of party to have, click on the checkmark next to the "Host Prestige Social Event" selection. This turns off the scoring for the party. This does not apply to dates, but allows you to just have a party or wedding without worrying about achieving goals.

After you select the location, the party is ready to begin. The Sims you asked to fill roles will arrive and get to work as your guests are also arriving. Focus on the main goal for the party and as many of the other goals to make your party a success and earn a Gold medal.


Pleasant Conversation
Main Goal: Socialize with Guests 12/12
Eat Food 2/4
Have Sims Become Playful at the Same Time 1/3
Have Sims Listen to Music at the Same Time 0/3
PLAYFUL

Parties can be a lot of work as you try to achieve all of the goals for a successful event.

Party Main Goals

Type of Party	Main Goals
House Party	Socialize with guests
Birthday Party	Blow out the candles (on the birthday cake)
Dinner Party	Call guests to meal

At the end of the party, you receive a reward depending on what medal you receive. Gold medal rewards are usually useful objects. If you only get Bronze, then you will find a book in your household inventory—usually something related to socializing.

Tip

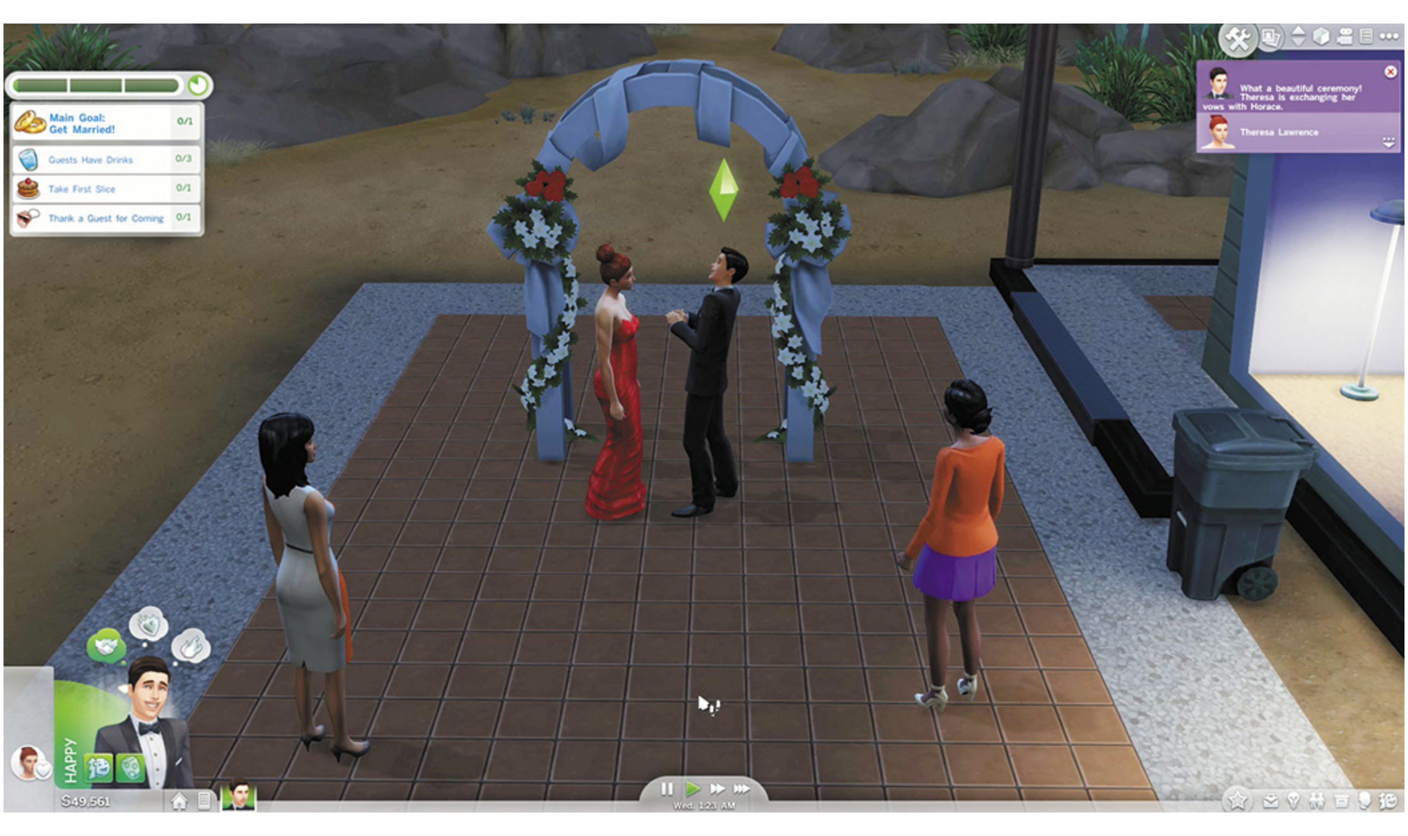
For a Birthday Party, you need a cake. When your caterer, or yourself, makes a cake, click on the cake and put candles on it to turn it into a birthday cake. Then have the birthday Sim blow out the candles to complete the main objective of the party. I always make a cake in advance and put it in my Sims' personal inventory. Then I can pull it out during the party and it is good to go.

Party Rewards

Type of Party	Reward for a Gold Medal
House Party	Electronic item
Birthday Party	Bedroom object
Dinner Party	Kitchen item

Weddings

Weddings are a special type of social event. While you plan it just like the other parties, there are a few differences. You need to have a wedding arch and a cake to complete the basic objectives of the party. The main goal of the wedding is to get married. That action takes place using the wedding arch. In order to get a Gold medal for a wedding, you will need a wedding cake—which you can already have in your inventory or at the location—and a bar so you can serve drinks to your guests. While you can also have a Caterer, Entertainer, and Mixologist, they are not required. If you can get a Gold medal for your wedding, you get a new kitchen appliance, which appears in your household inventory. This is great for starting a new home.



What a beautiful ceremony! Theresa is exchanging her vows with Horace.
Theresa Lawrence

Weddings can be a small affair. You don't need much to get married and have a successful event.

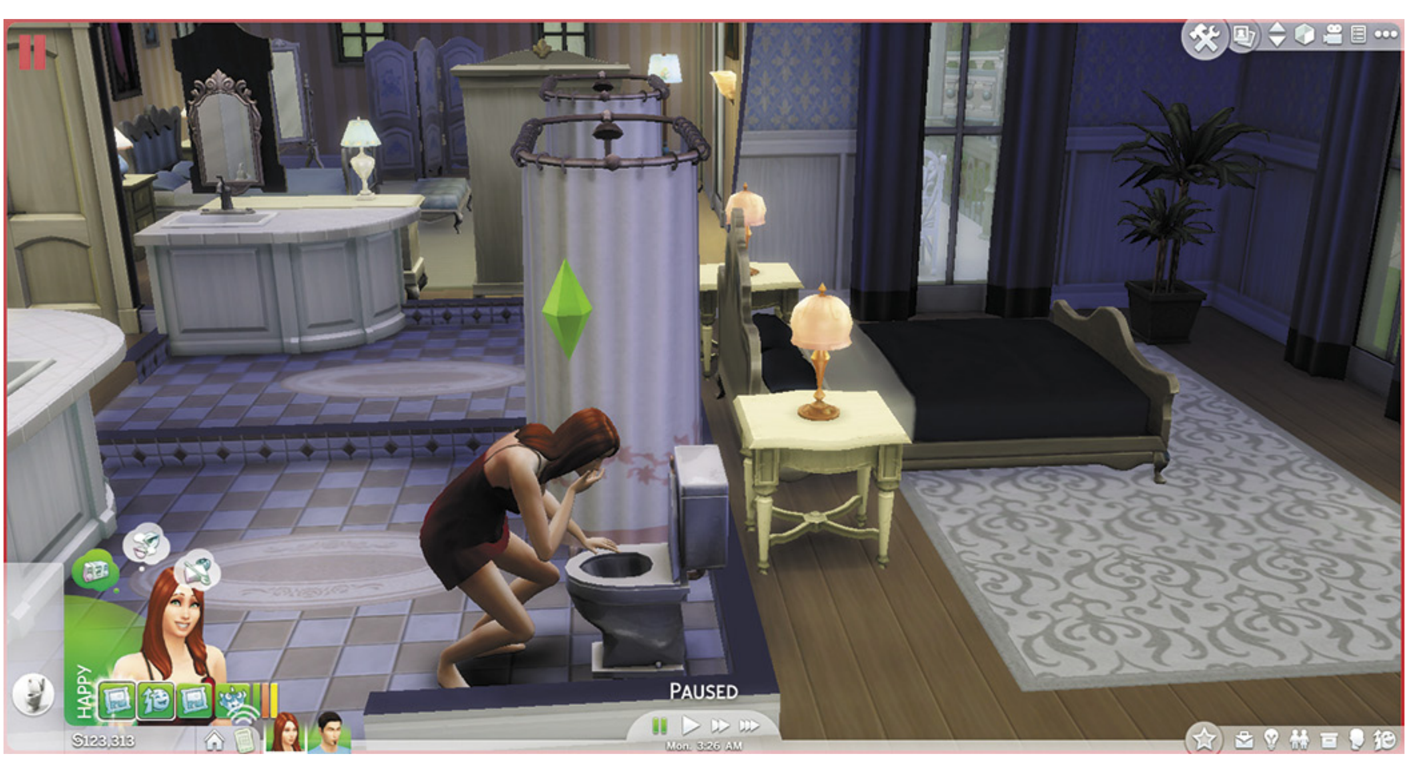
Meet Other People

Families

While a household consists of a group of Sims living together in a single home, a family is a more specific type of household. A family is made up of Sims who are related and can consist of children, parents, and grandparents. Families can be formed at the start of a game when you are creating your Sims. They can also be formed during a game through marriage, having babies, and even by adopting children. This section covers some of the special aspects of families.

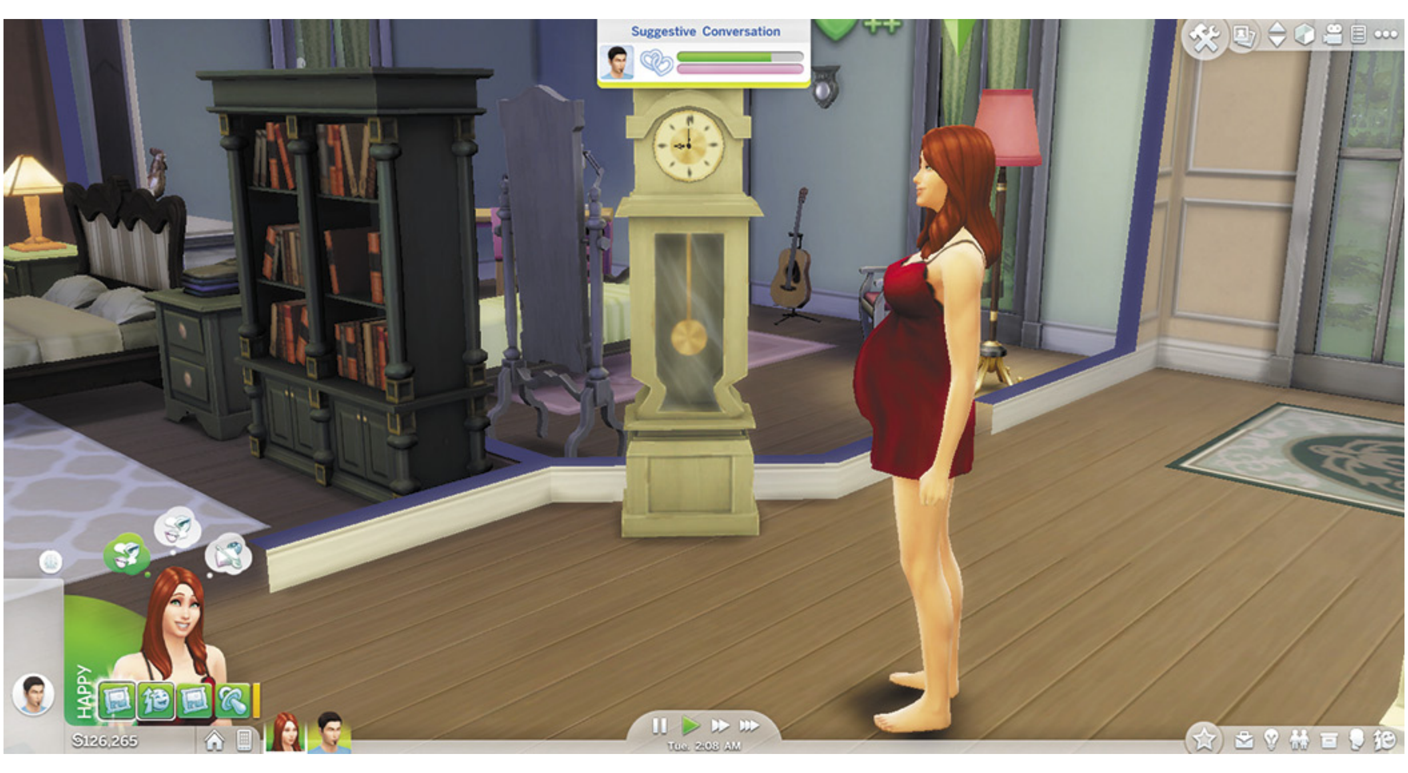
Babies

You can't begin a game with a baby. Instead, they have to be created in game. To do this, a male and a female Sim must have a romantic relationship going already. Develop this relationship to the point that the two can WooHoo and you will also have the option in the romance socials of "Try for Baby." The two Sims will WooHoo and then there is a chance that the female Sim will get pregnant.



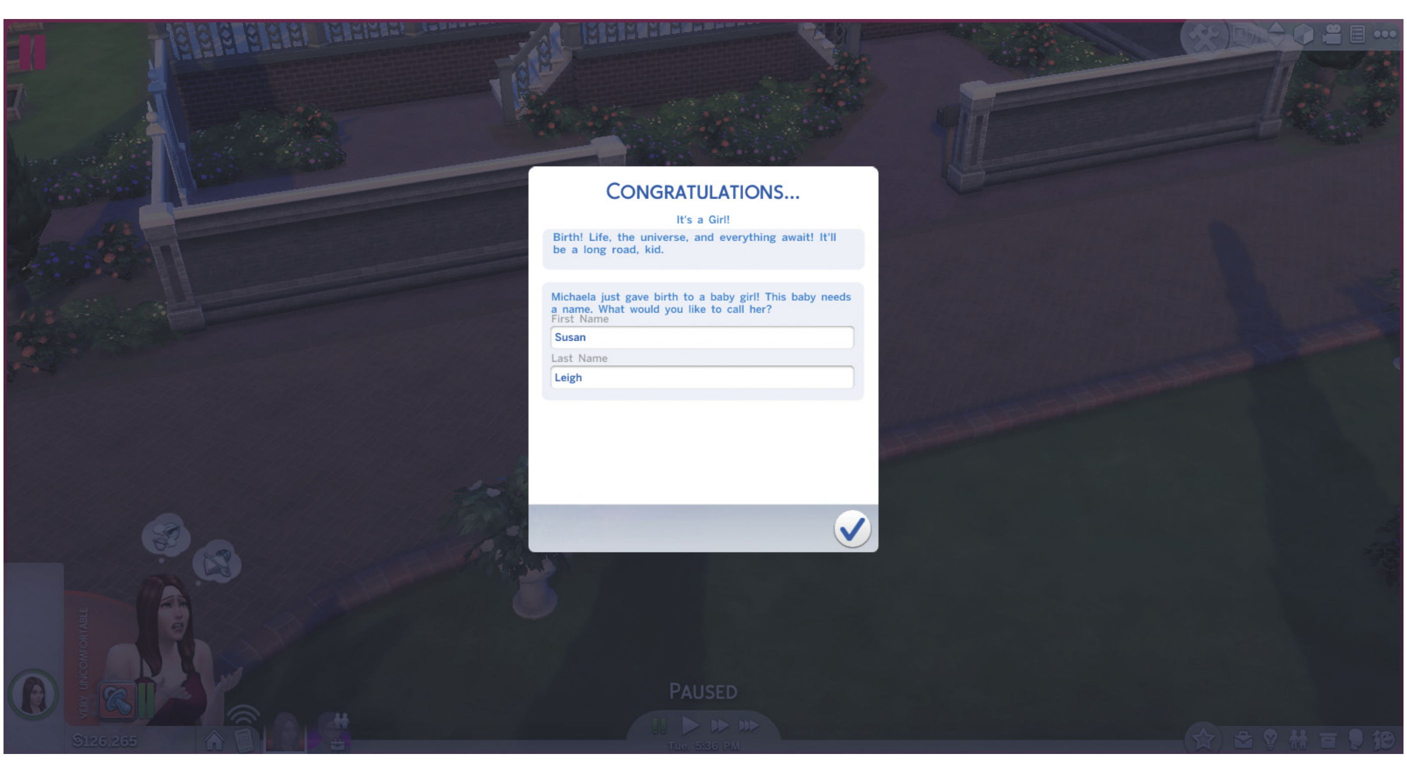
The first sign of pregnancy is morning sickness.

After trying for a baby, if the female Sim gets nauseous and heads for the bathroom to throw up, you can choose a new action. Click on the toilet and select Take Pregnancy Test. If it is successful, then the Sim is in her first trimester of pregnancy. Congratulations!



As a Sim progresses through pregnancy, it begins to show.

Each trimester lasts 24 hours. So after the first day, your Sim is already in her second trimester. If you don't already have a children's room or a nursery set up, this might be a good time to do it. Purchase a bassinet if you want to have your child at home. The pregnant mother can still do all of the same activities such as going to work. In fact, other than her tummy growing, occasional nausea, and some positive moodlets, there are no other effects of pregnancy.



CONGRATULATIONS...

It's a Girl!

Birth! Life, the universe, and everything await! It'll be a long road, kid.

Michaela just gave birth to a baby girl! This baby needs a name. What would you like to call her?

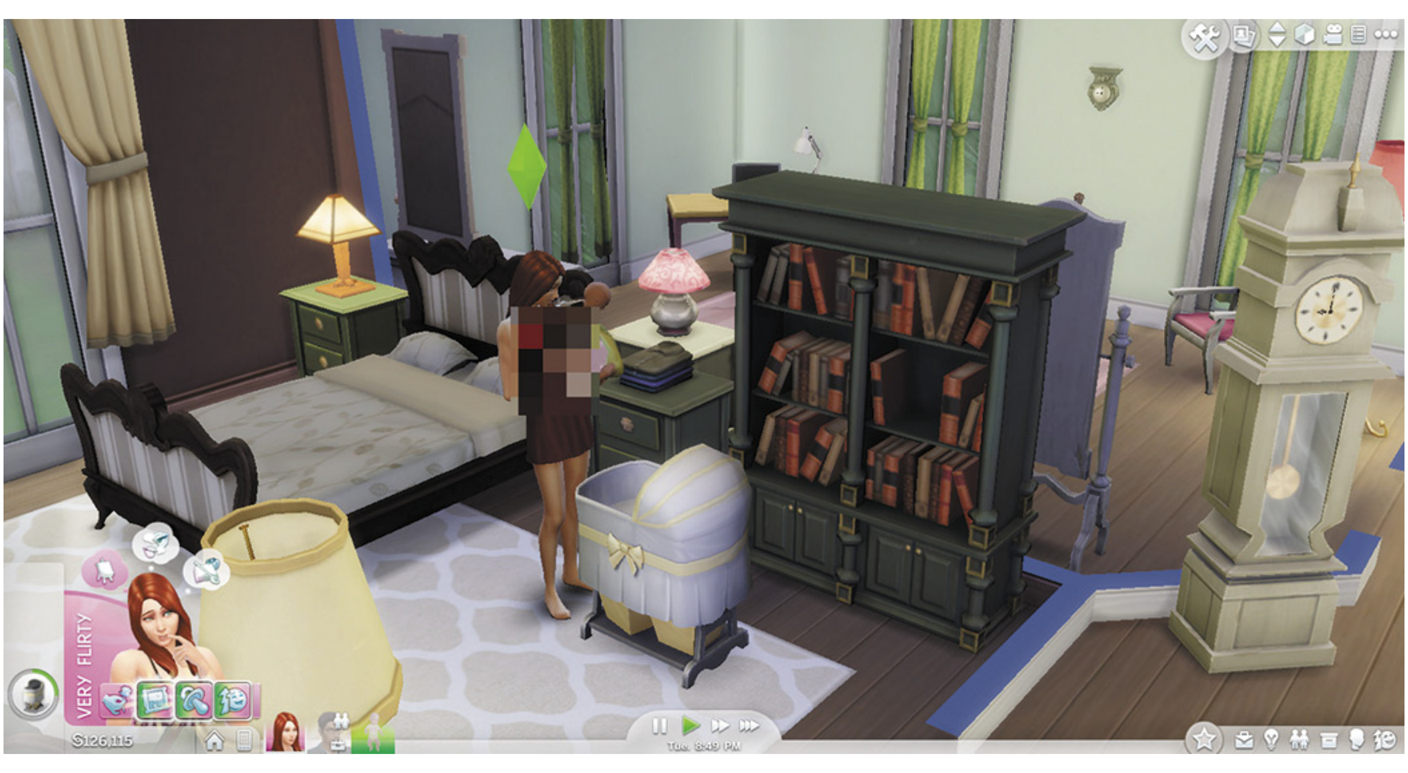
First Name: Susan

Last Name: Leigh

It's a girl! You get to name your baby right after it is born.

After three days, it is time to have a baby. Your Sim will go into labor. If you have already purchased a bassinet and placed it in your home, you can have the baby at home. Otherwise you will have to have the baby at the hospital. Both actions are available by clicking on the mother to bring up a menu of actions.

The baby appears in your home either in the bassinet you already purchased, or a bassinet with a baby will automatically appear. To interact with the baby, click on the bassinet to see a variety of actions. As you do these things, you improve your relationship with the baby. Be sure to feed your baby. Anyone can feed it with a bottle. However, the mother also has the option to breast feed the baby. You can also rock the baby, make silly faces, cuddle, coo at, bounce, and even change the baby's diaper.



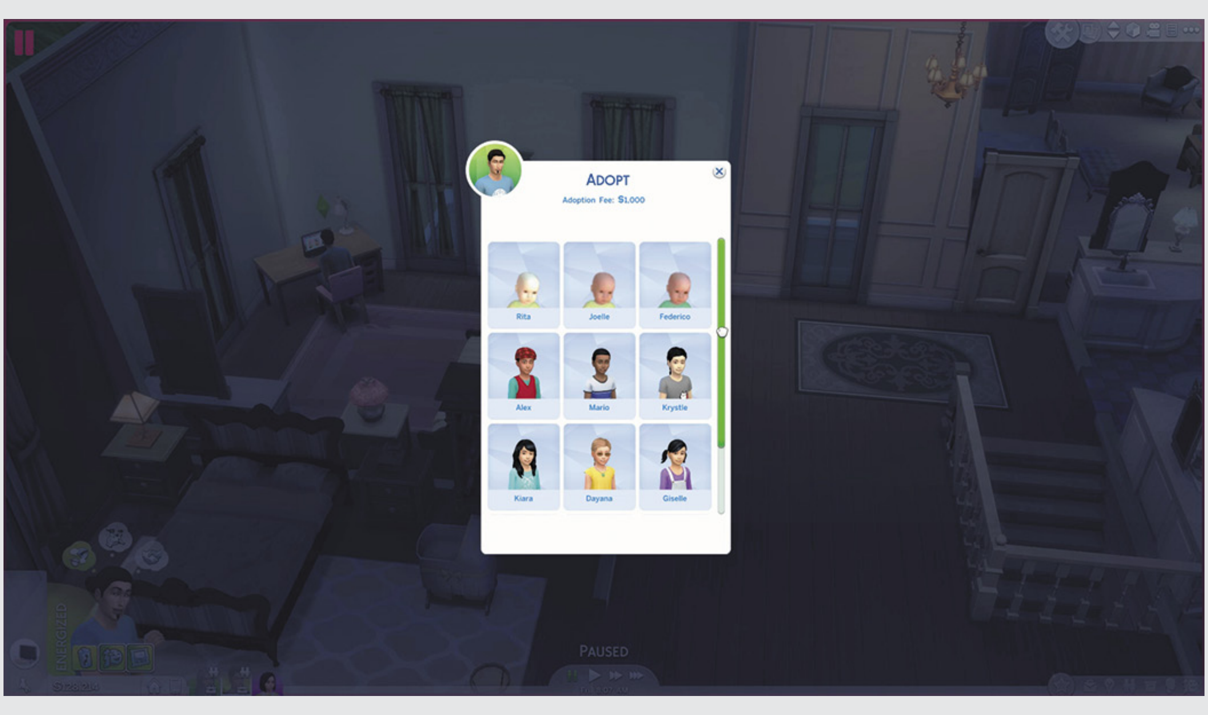
Only the mother can breast feed the baby.

Note

A baby is not an independent part of a household or family. It is more like an object your Sims can interact with. However, when it ages up to a child, then it becomes a Sim under your control and capable of independent actions.

Once you are ready to have the baby become a child, select the Age Up action from the bassinet. You then can select an Aspiration and a trait as the baby becomes a child and joins your household. The child combines the genetics of both the mother and the father.

Adoption



In addition to making your own babies to add children to your household, you can also adopt. For this, you need a computer. Select the Household option and then Adopt. Adoption does cost some money. However, you get an instant child. You can choose from a variety of babies and children. If you pick a child, that child already comes with Aspirations and traits.

Children and Teens

Unlike babies, children are playable characters like adults. Instead of going to work, they automatically go to grade school five days a week. They can develop only four skills: Creativity, Mental, Motor, and Social. These are discussed more in Child Skills. In addition, some objects can only be used by children, such as the pirate ship jungle gym, the monkey bars, and the Starcruiser X jungle gym. Several children can play on the jungle gyms and even adults can participate from the outside. Because they're just kids, children can't date, get married, or WooHoo.

PLAYFUL
$119,659

There are several activities that only children can do. Some build skills while others are just fun.

Tip

It is important to achieve your children's Aspirations. If you do, they receive a bonus when they become a teen that helps them develop skills in a specific category more easily.

Teens are essentially adults. The only difference is that instead of picking a career and going to work, they have high school five days a week. However, they can begin developing all of the adult skills and have most of the same social interactions as an adult. The main differences are that teens can't WooHoo and they can't get married.

Note

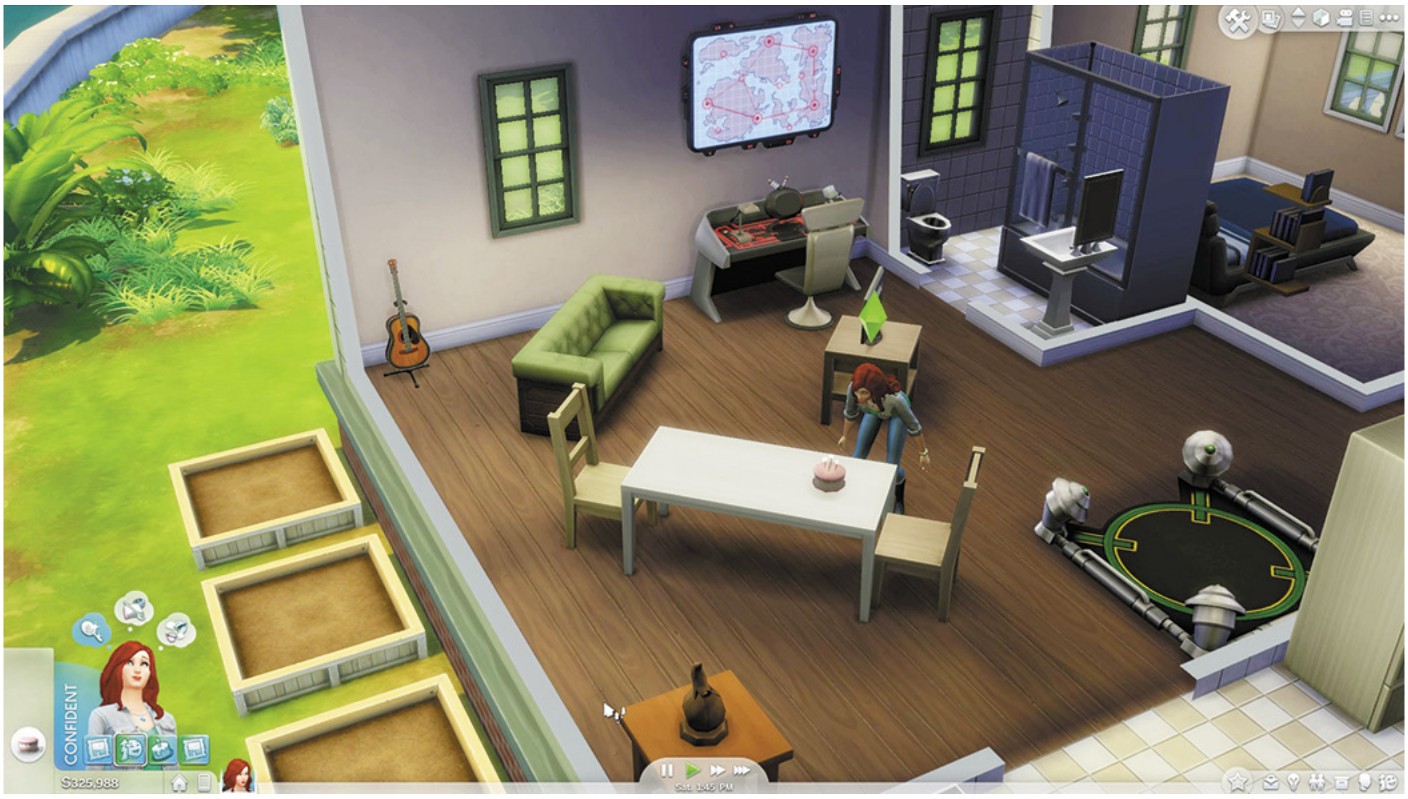
Children begin with a friendship relationship with their parents at the Friend level. However, just like with other Sims, children and parents can socialize to improve—or lower—that relationship. So be sure to talk to your kids!

Meet Other People

Aging

As part of life, Sims age as time progresses. The amount of time it takes to age up depends on your selections in the Game Options menu under Gameplay. You can set the Sims' lifespan to short, normal, or long. You can even turn off aging altogether. With aging turned off, elder Sims won't succumb to old age, but babies, children, and teens won't grow up either. To find out how long a Sim has until they age up, go to the Simology window in the lower right corner of the game screen. The various ages are: baby, child, teen, young adult, adult, and elder.

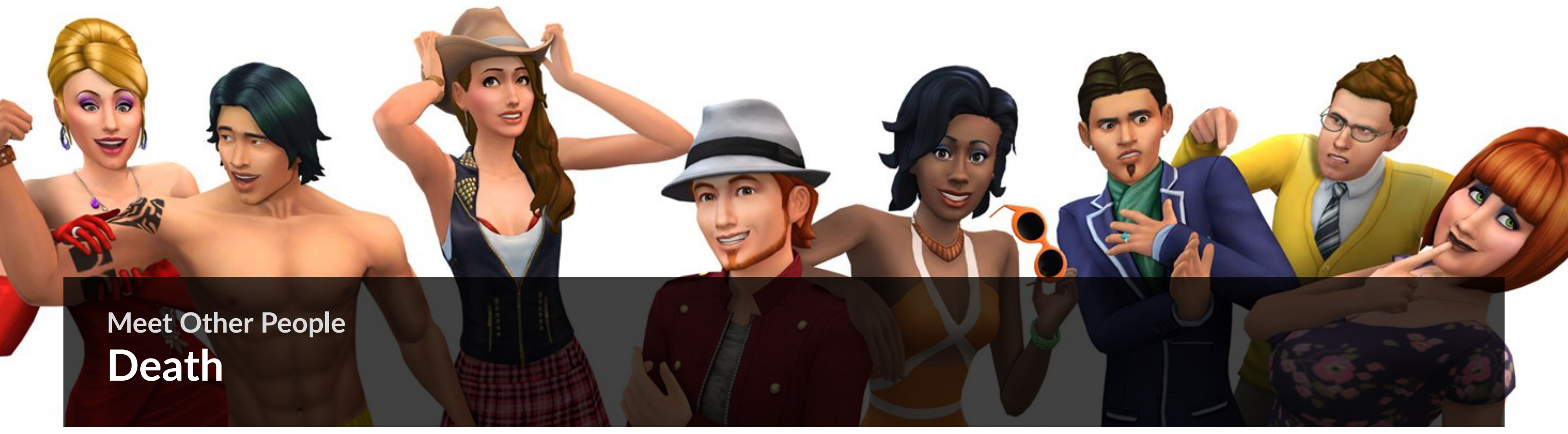
When a Sim gets ready to age up, you can just wait around for them to age up on their own. However, they may receive negative moodlets for not having a celebration for their birthday. While you can have a Birthday Party social event, all you really need is a cake. Once you have a cake, put some candles on it. Then you have these options: Blow Out the Candles, Make a Wish, or Taste the Frosting. Any of these actions will then age up your Sim.



Blow out those candles to age up your Sims.

Aging Options

As already mentioned, you can go into the Game Options from the main menu to modify how Sims age. Select Gameplay from the choices and then there are three options that deal with aging. The first lets you choose if your played Sims will automatically age. You can select yes or no. Or you can choose to have only the Sims in the currently active household age (if you have more than one household in the same game). The second option lets you choose whether you want unplayed Sims to age. If you leave this checked, you will see your neighbors aging as time goes on. Finally, you can select the lifespan of Sims. The default is a normal lifespan. However, you can make their lifespans short or long as well.

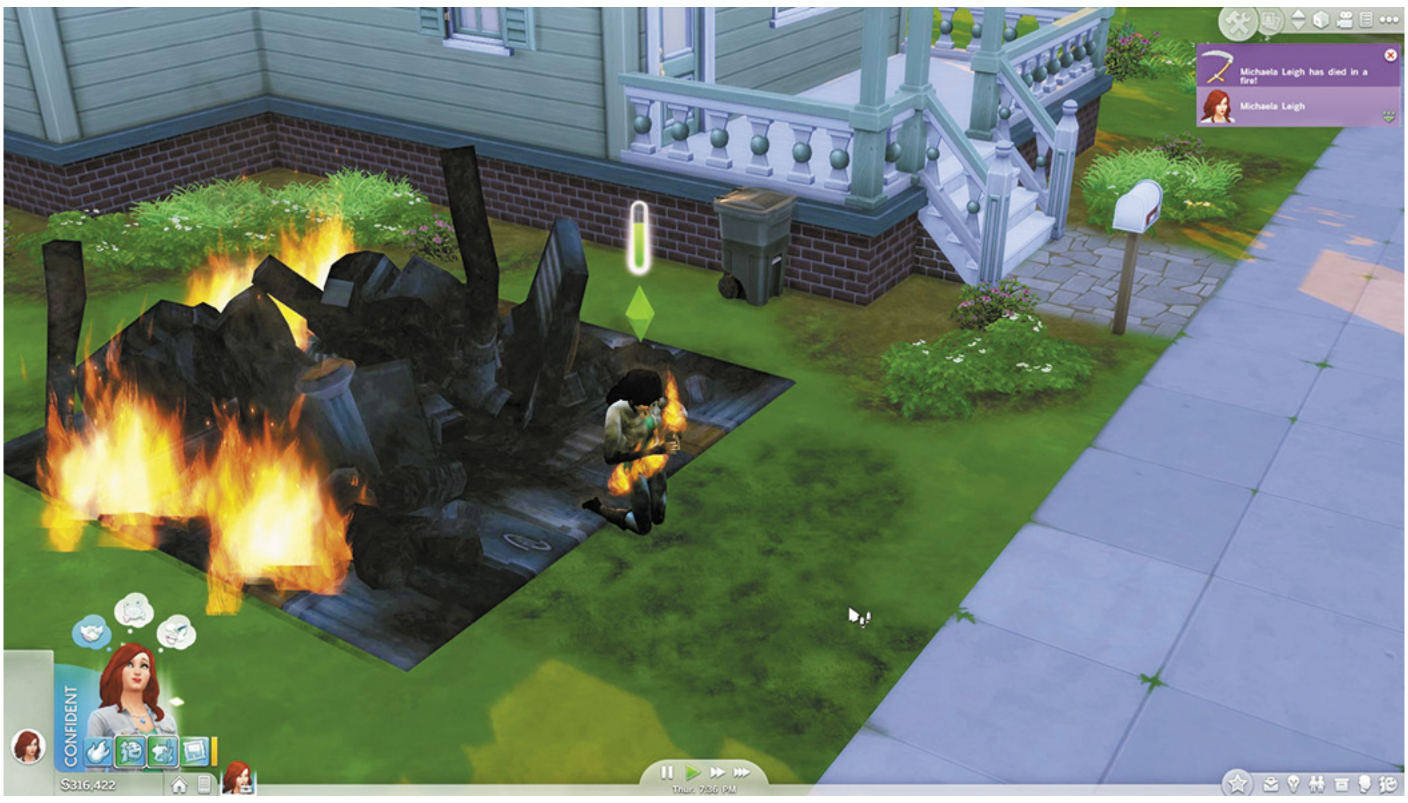


Meet Other People

Death

Assuming you have aging turned on, Sims will eventually die of old age. As they reach old age and become an elder, it is just a matter of time before they kick the bucket. The only way to avoid death from old age is by drinking a Potion of Youth (from the Rewards Store) before your elderly Sim dies. But Sims can expire from other causes besides old age.

If there is a fire nearby, your Sim can catch on fire. If you do not extinguish the flames on the Sim, they will burn to death. This is easily avoidable. Stay away from flames and put out any flames that get on your Sim.



Michaela Leigh has died in a fire!

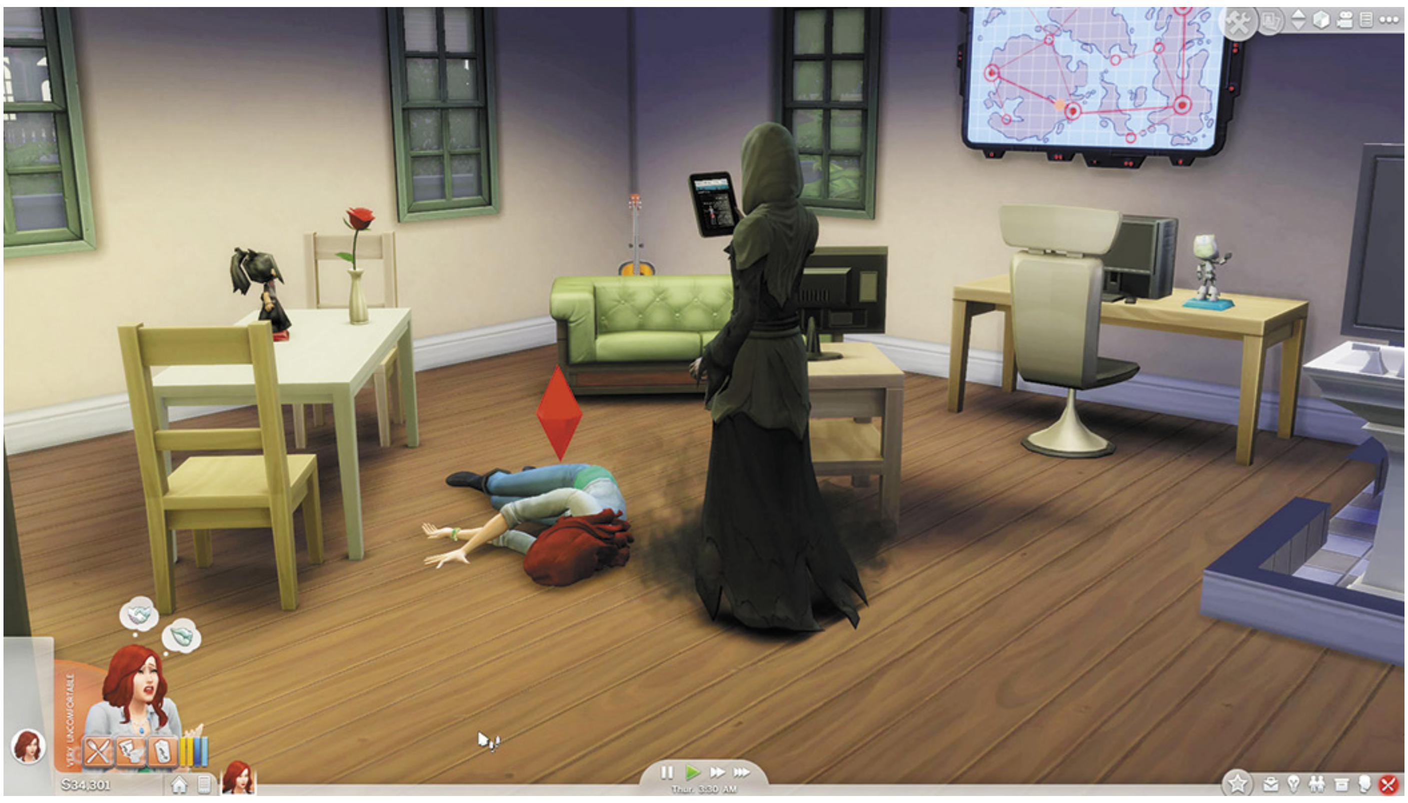
Michaela Leigh

Put out those flames or your Sim may burn to death.

Sims who try to repair electronics and do not have much experience with the Handiness skill risk getting electrocuted. Usually, they get shocked first as a warning. However, if they continue trying to fix the item, they can die from electrocution.

Finally, if you do not feed your Sims, or let them eat on their own, they can die from starvation. This is actually a very difficult way for a Sim to die and you have to put in some effort to get to this result. It takes a few days of no food before your Sim finally starves to death.

When a Sim dies, the Grim Reaper appears and removes the body. He usually hangs around a bit and it can be interesting to watch what he does.



The Grim Reaper has arrived. Apparently he has adopted technology and uses a tablet to keep track of his assignments.

Tip

If you have living Sims around when the Grim Reaper appears, try socializing. You can even try to become friends with the Grim Reaper.

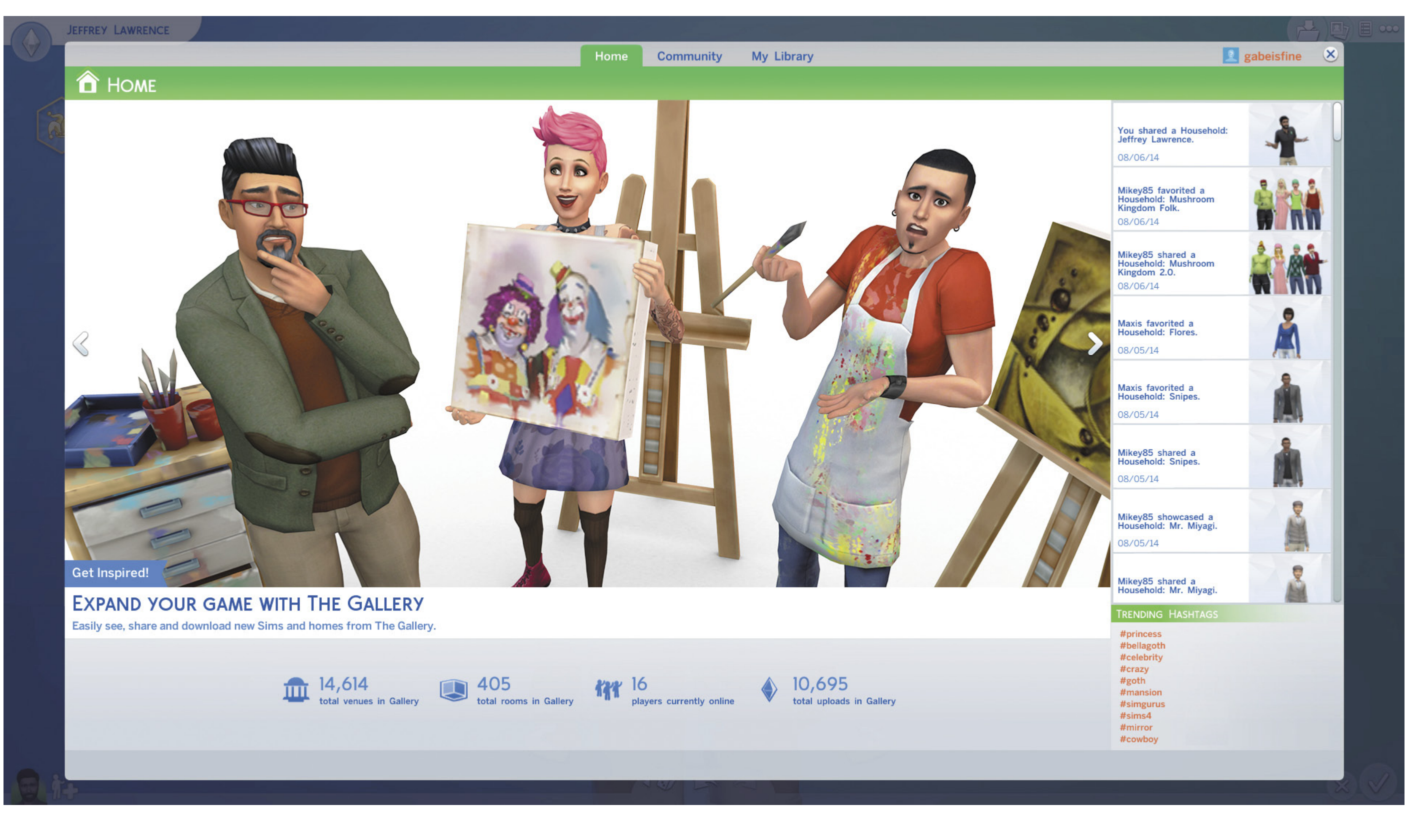
Sharing

Introduction

As you play *The Sims 4*, you spend a lot of time creating interesting Sims and building the perfect homes and other venues. While the Sims in your games appreciate your effort, you might want to share your creations with other people. Not Sims, but real actual people. How can you do that, you might ask? The answer is the Gallery.

Sharing

The Gallery


JEFFREY LAWRENCE
Home
Community
My Library
gabeisfine
HOME
Get Inspired!
EXPAND YOUR GAME WITH THE GALLERY
TRENDING HASHTAGS

Easily see, share and download new Sims and homes from The Gallery.

You shared a Household: Jeffrey Lawrence.
08/06/14

Mikey85 favorited a Household: Mushroom Kingdom Folk.
08/06/14

Mikey85 shared a Household: Mushroom Kingdom 2.0.
08/06/14

Maxis favorited a Household: Flores.
08/05/14

Maxis favorited a Household: Snipes.
08/05/14

Mikey85 shared a Household: Snipes.
08/05/14

Mikey85 showcased a Household: Mr. Miyagi.
08/05/14

Mikey85 shared a Household: Mr. Miyagi.

#princess
#bellagoth
#celebrity
#crazy
#goth
#mansion
#simgurus
#sims4
#mirror
#cowboy

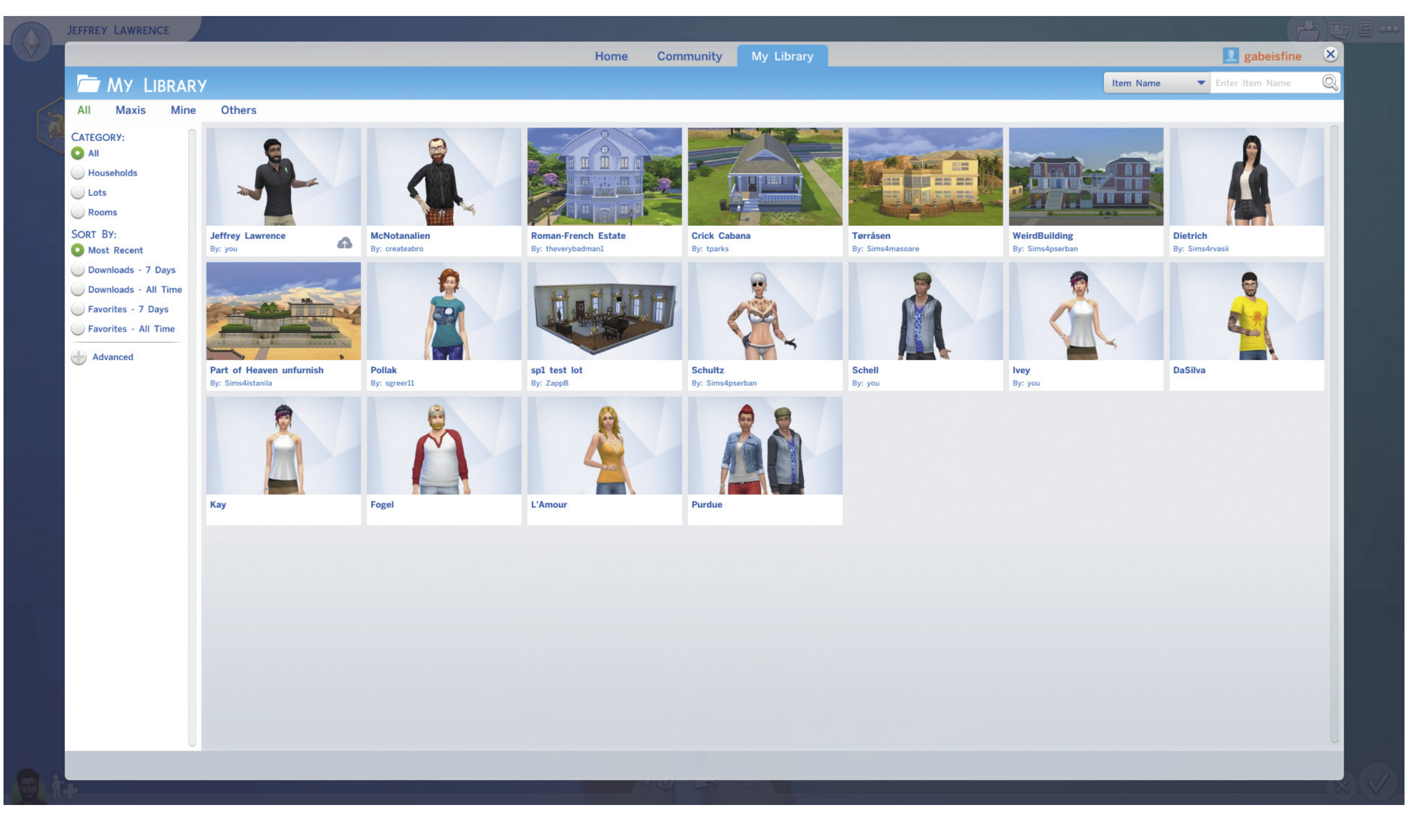
14,614 total venues in Gallery
405 total rooms in Gallery
16 players currently online
10,695 total uploads in Gallery

The Gallery: where you save, share, and discover The Sims 4 creations.

The Gallery is like an evolving portfolio of households, lots and rooms by *The Sims 4* community. You can save and share your creations, or discover creations by other *The Sims 4* players. It can be accessed throughout the game from the icon that looks like a couple of photos in the screen's upper right corner.

The Gallery has four distinct sections:

- The first section is the Home screen, which is a summary of Gallery activity since the last time you visited. It features an activity feed, which will show your recent activity, trending hashtags, which will show you what's hot in the community, plus cool stats about the Gallery.
- The second section is Community. This is where you will see all creations by *The Sims 4* community, and where other players will find everything you have shared.
- The third section is My Library. This is where you will find any creations you have saved, either from in the game or from the Community section.
- The fourth section is your Player Profile. Your profile page is what other players see when they find you on the gallery. You can use this area to talk to other players or tell other people about yourself.


JEFFREY LAWRENCE
Home
Community
My Library
gabeisfine
MY LIBRARY
Item Name
Enter Item Name
All
Maxis
Mine
Others
CATEGORY:
All
Households
Lots
Rooms
SORT BY:
Most Recent
Downloads - 7 Days
Downloads - All Time
Favorites - 7 Days
Favorites - All Time
Advanced
Jeffrey Lawrence
By: you
McNotanalien
By: createabro
Roman-French Estate
By: theverybadman1
Crick Cabana
By: tparks
Tørråsen
By: Sims4masoare
WeirdBuilding
By: Sims4pserban
Dietrich
By: Sims4rvasii
Part of Heaven unfurnish
By: Sims4istanila
Pollak
By: sgreer11
sp1 test lot
By: ZappB
Schultz
By: Sims4pserban
Schell
By: you
Ivey
By: you
DaSilva
Kay
Fogel
L'Amour
Purdue

You can find all saved creations— your own or from other players—in My Library.

Note

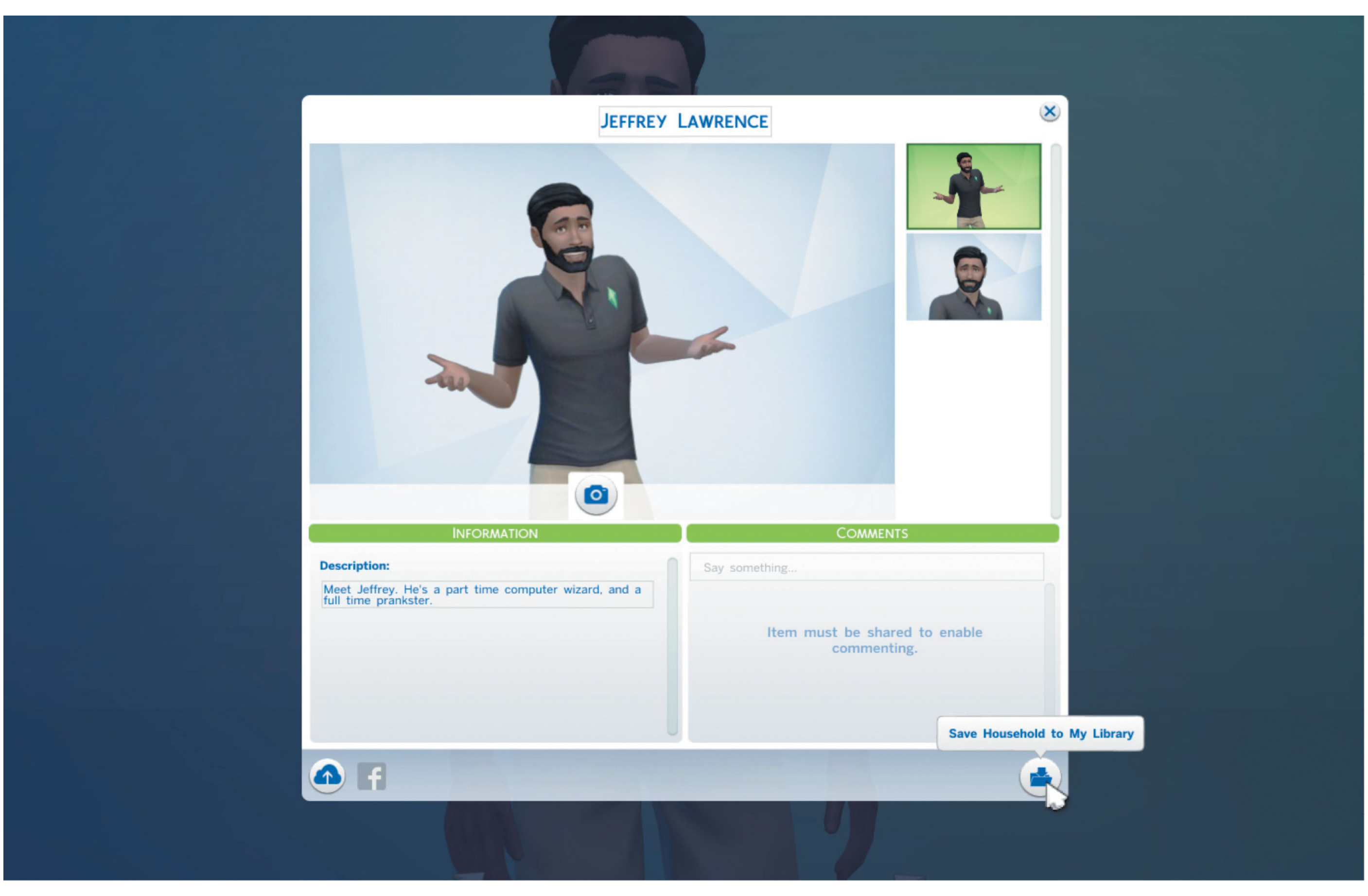
To interact with the Sims community so you can share creations and download the creations of others, you need to have an account on Origin. This is easy to do and the game walks you through the process during installation. If you have played The Sims games in the past, or other EA games such as Titanfall, Battlefield, or several others, you probably already have an Origin account. Just log in with your existing user name and password.

Saving to My Library

When you are in Create a Sim or Build Mode, you can save your household, your current lot or even one of your rooms by clicking the Save icon in the upper right corner that looks like a file folder. A window opens up that allows you to name and to type in some information about your creation.

Tip

The Save function in Create a Sim saves your entire household. However, if you want to save individual Sims so you can use them in different households, create one Sim at a time and then save each Sim separately. Then once you have all of your individual Sims saved, you can simply open the Gallery to My Library and apply them as you wish. This allows you to use Sims how you want them without having to recreate them for new households. You can then set new relationships within the new household. You can also take a household that you have previously saved and merge it into an existing household.


JEFFREY LAWRENCE
INFORMATION
COMMENTS
Say something...
Save Household to My Library

Description:
Meet Jeffrey. He's a part time computer wizard, and a full time prankster.

Item must be shared to enable commenting.

You can also share your household or lot when you save it to My Library.

To save creations by other players, go to the Community page in the Gallery. There you can browse through all of the creations, divided into various categories. See something you like? Click on it and save it to your My Library so you can then apply it and play with it.

Applying from the Gallery

If you are creating a household and want to add a new Sim, just click on the Gallery icon while in Create a Sim. You can either select one of the households you have previously saved in My Library, or you can grab something new from the Community section. Then you can apply it and choose to merge with or replace the existing household. It is that easy.

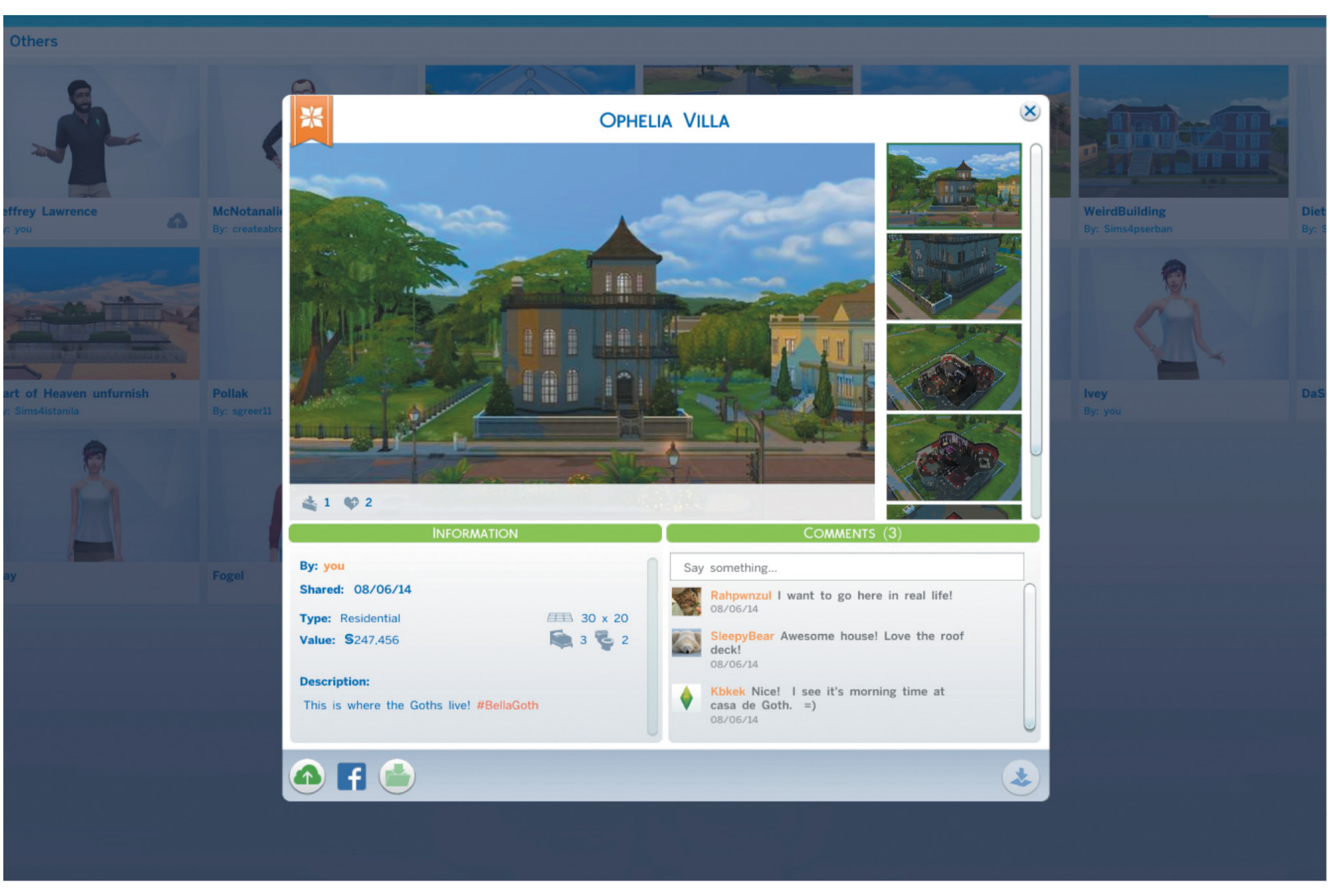
You can also apply a lot—furnished or unfurnished—to a different location. While in Build Mode, open the Gallery and find your new lot. Make sure it isn't bigger than your existing lot, then simply apply it. This will replace whatever is on the existing lot with whatever is on the new lot. This allows you to create a great house and then move it to another larger lot if you want to make it even bigger. You could even apply a new room to your existing house.

Note

The lots you save are not limited to just houses. You can save and apply any lot, including parks and venues.

Sharing to the Gallery

Sharing your creations with the community is also easy. Go to My Library in the Gallery and select a household, lot, or room you've created. When the window for that creation opens up, notice a button in the lower left corner. The icon is a cloud with an arrow on it. Click on this button to share the current creation. Be sure to name and write a short description of your creation in the provided box. Now other players can view your creation and use it in their own games.


Others
OPHELIA VILLA
1
2
INFORMATION
COMMENTS (3)
Say something...

By: you
Shared: 08/06/14
Type: Residential
Value: §247,456
30 x 20
3
2

Description:
This is where the Goths live! #BellaGoth

Rahpwnzul I want to go here in real life!
08/06/14

SleepyBear Awesome house! Love the roof deck!
08/06/14

Kbkek Nice! I see it's morning time at casa de Goth. =)
08/06/14

Sharing your items enables commenting!

Tip

Downloading households and lots created by other players in the community is a great way to learn and get new ideas. See what types of outfits other players have created for their Sims. Also look at the styles of the lots created by the community. When you apply a lot into your game, you can even pick one room and save that room into My Library so you can apply it into another lot and use it in a home of your own.

I Need More Stuff

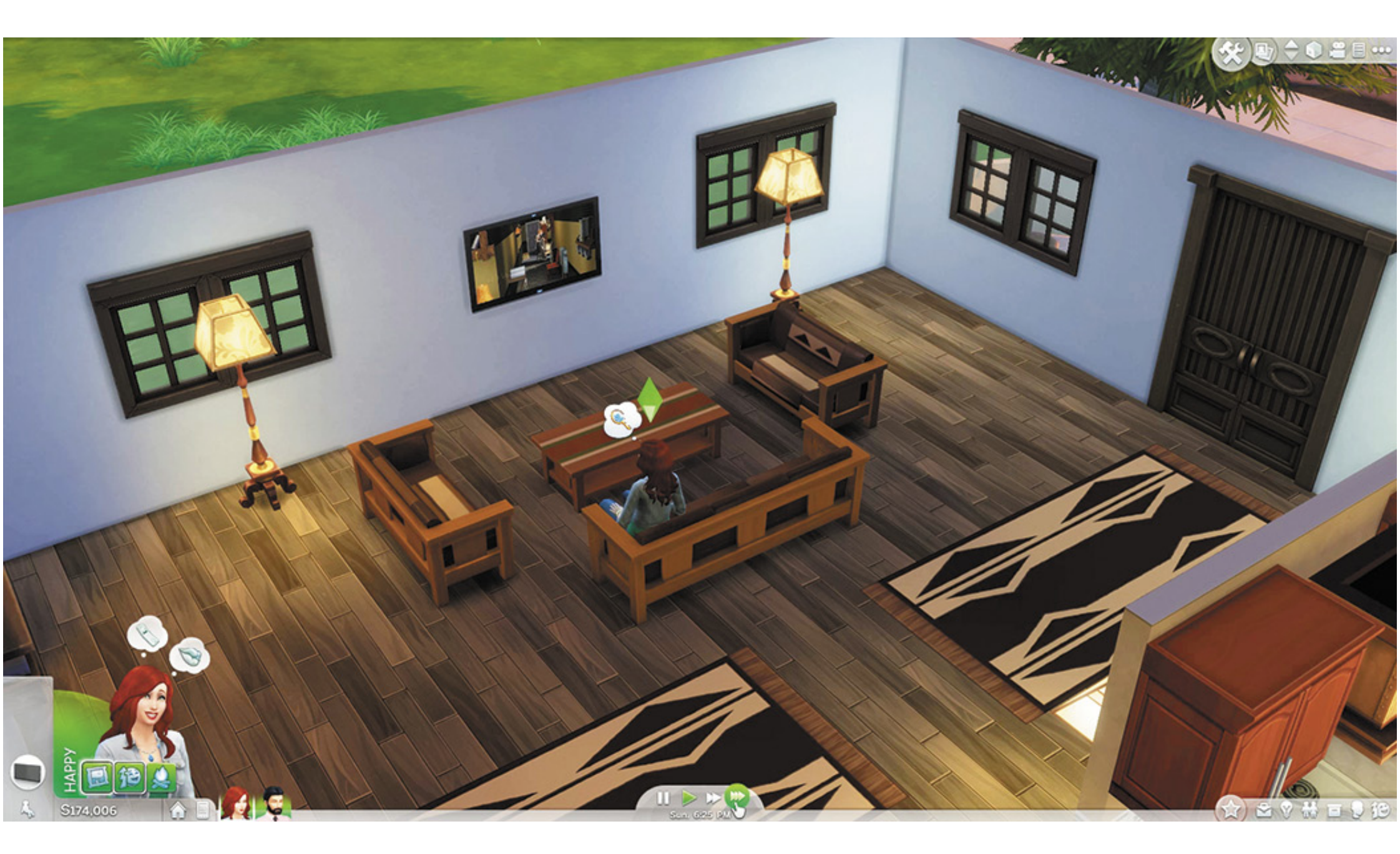
Introduction

Creating outfits for your Sims is a way to express their personality and individually. Furnishing a home can do the same. There are hundreds of objects that you can purchase and put in your homes. At the beginning, you may start out with a home that comes furnished. In that case, you can always sell the existing furniture and appliances and get new ones. Or just make do with what you have. While furnished homes are quick to move into and good for those new to *The Sims*, after a while, you will want to furnish your own home and get it how you like it.

This chapter is a catalog of all the objects available for you to purchase in *The Sims 4*. It is designed to help you create the perfect home for your Sims. It is organized by room type with tables listing each object available for that room as it appears in the Build Mode menus. Also included are the costs and attributes. However, feel free to use objects that might be designed for one type of room and put them in another. It is your lot—make it your own.

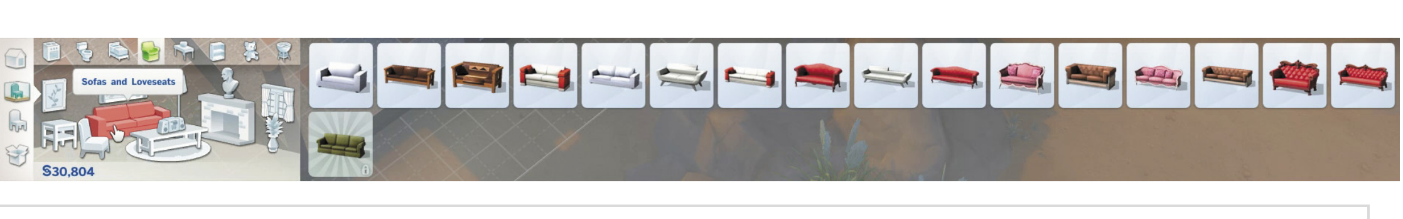
I Need More Stuff

Living Room



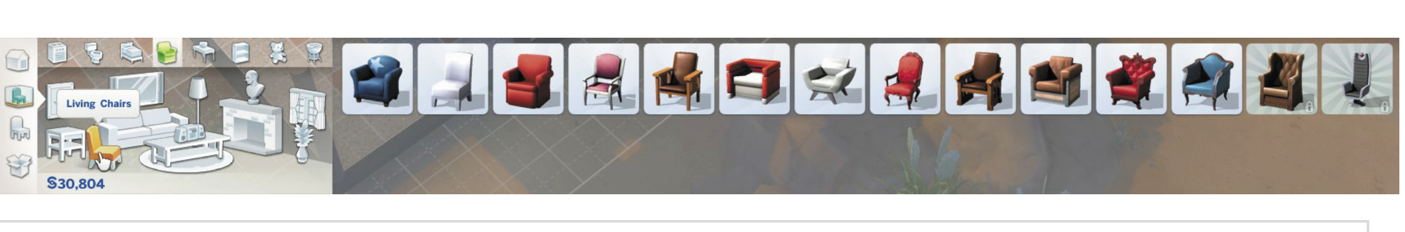
In most homes, the living room is the first room a Sim enters when coming into a home. It is shared by the entire household and helps tie in all the rooms. You can specialize your living room or rooms—you can have more than one—into a parlor, a media room, whatever you need. You can use living rooms for socializing and relaxing. This is the room where you will find entertainment in most homes including a television, a stereo, or even a piano or other musical instruments. Fill it with objects that will provide positive emotions. In small homes, the living room might do extra duty as a dining room or even a study. Don't forget some comfy sofas, loveseats, or chairs so your Sims can sit down and relax.

Sofas and Loveseats



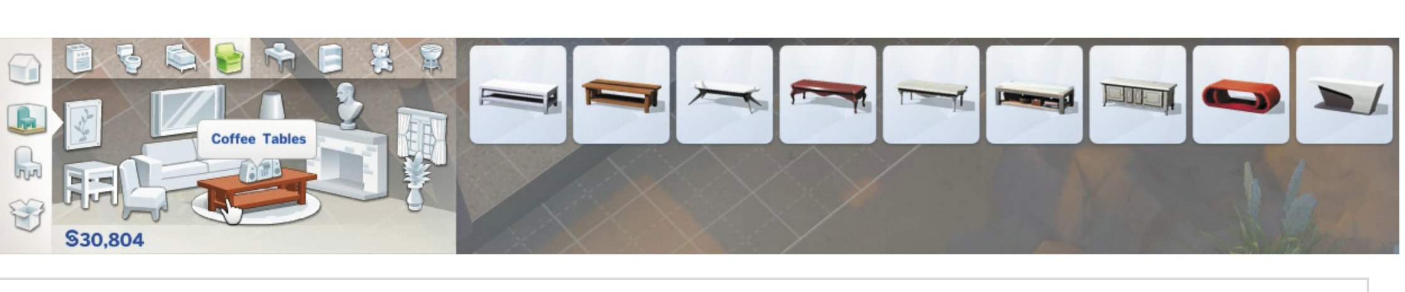
Object	Price	Comfort
Squarely There Modern Loveseat	§180	
Mega Sofa	§235	
Mega Loveseat	§250	1
The Epiphany	§275	1
Squarely There Modern Sofa	§290	1
Size-Sensitive Loveseat	§370	1
The Illumination	§425	1
Cuttlefish Love Seat	§460	3
Size-Sensitive Sofa	§465	1
The Hipster Hugger	§500	3
Cuttlefish Sofa	§530	3
Cozofa	§605	5
Unabashed Loveseat	§635	4
Comfultimate Sofa	§660	5
Unabashed Sofa	§730	5
Ocean's Current Loveseat	§1,100	8
Captain Rodrigo De Pablo Couch	§1,200	8

Living Chair



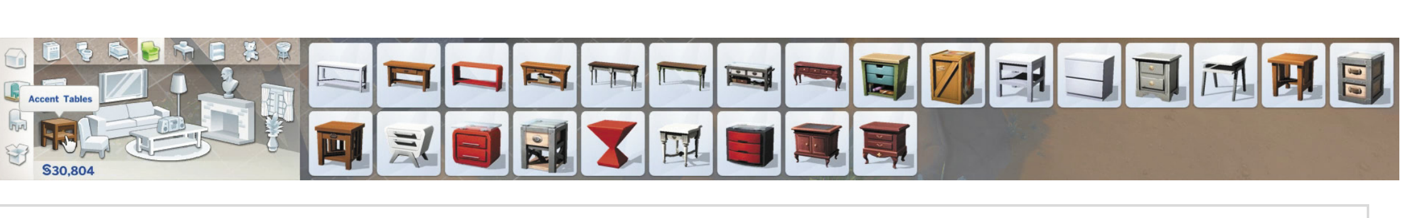
Object	Price	Comfort
Mini Me Armchair	§115	
Lap of Luxury Modern Chair	§150	
Simplicit-Ease Chair	§160	
Cloud Chair	§185	1
Mega Living Chair	§195	1
The Solidarity	§305	3
The Sleepthrone	§320	3
Arrrmed Living Chair	§410	5
Mission Undecided Armchair	§430	4
Crate Expectations Leather Chair	§510	5
Deep Delight Lounge Chair	§550	4
Pretty Sitter	§760	6
The Thinker	§730	3
Evil Am Eye Swiveler	§13,000	7

Coffee Tables



Object	Price
Tabula Rasa Coffee Table	§60
Mega Coffee Table	§70
Benner Coffeetable	§95
Scalloped Edge Coffee Table	§110
Caress Coffee Table	§135
Form & Function Industrial Coffee Table	§140
Indulgence TV Stand	§150
The Ascension	§200
The Shoehorn	§235

Accent Tables



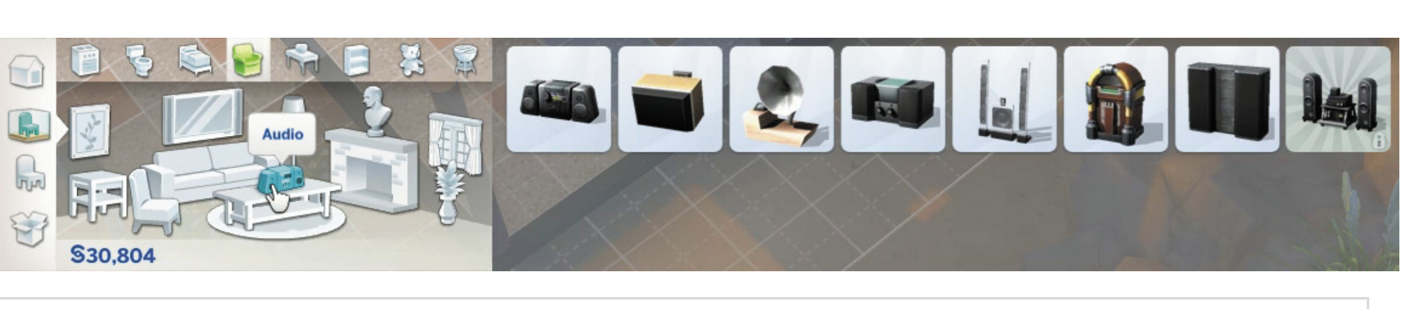
Object	Price
Tabula Rasa Console Table	§45
Superior Mission Foyer Table	§65
Bold Statements Console Table	§85
The Crafty Craftsman Console Table	§105
Timeless Traditions Buffet	§135
County Charm Trinket Table	§180
Riveting Console Table	§240
Royal Remembrance Hall Table	§325
Dreamland Nightstand	§45
Crateable	§55
Tabula Rasa End Table	§65
Simplicity Nightstand	§70
Weathered Wonder Night Table	§85
Laramidian Endtable	§85
Mega End Table	§105
Embark Nightstand	§110
Mission Style End Table	§135
Audrinite Occasional Table	§140
The Penultimate	§145
Riveting End Table	§145
The Vociferate	§180
Fingertip's Delight	§240
The Ultimate	§265
Refurbished Pirate Chest Table	§325
Naught-ical Nightstand	§350

Televisions

Televisions
§30,804

Object	Price	Environment	Fun
PenguinVision Children's Television Set	§275		4
Been There, Watched That TV	§500		5
Trusty Companion TV	§995		5
InstaVision Flat-Panel Television	§1,475		6
InvisiView Flat Panel Tabletop TV	§2,500		7
InvisiView Flat-Screen HDTV	§2,600		7
GeniusVision Flat-Screen Television	§3,400		8
GeniusVision Wall-Mount TV	§3,500		8
Plasmatron 3000 Flat Screen TV	§8,500		10
Indulgence TV Stand	§150		
The Shoehorn	§235		
Steamed TV Stand	§345	2	

Audio



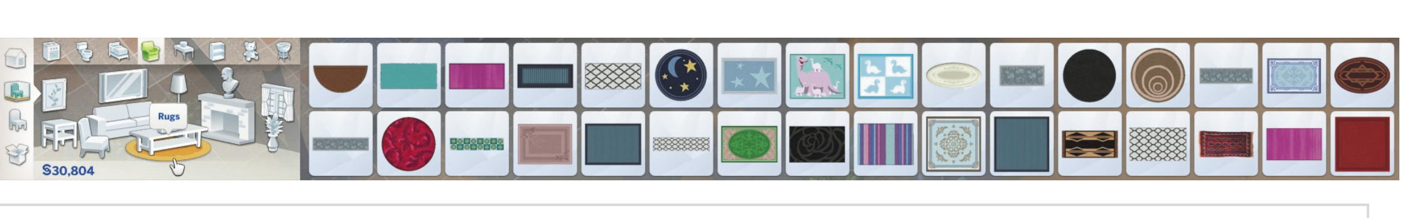
Object	Price	Fun
Kaboom Box	§150	1
Residential Wall Speaker	§200	1
GrammyFone Old-Fashioned Music Player	§290	1
Mini Audio Blaster	§530	1
Tower of Power Floor Speakers	§745	2
Jumpin' Joe's Jukebox	§1,480	1
The Landlord Whisper	§1,880	4
Rock of Ages Retro Stereo	§1,030	1

Fireplaces

Fireplaces
§30,804

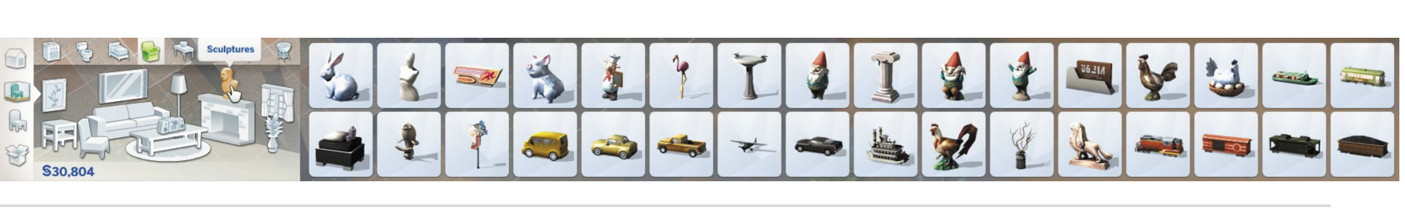
Object	Price	Environment
Heat Seeker	§600	3
Manoir Stone Fireplace	§1,220	5
Viva Victorian Fireplace	§2,000	7

Rugs



Object	Price	Environment
Half-Hearted Hospitality Mat	§50	
Bath Essentials Happy Toes Mat	§50	
Textural Textiles Rug (Small)	§50	
Super Sisal Eco Rugs (Small)	§50	
Lattice In Indoor-Outdoor Rug (Small)	§50	
Kindermade Kushy Floor Floor Art	§55	
Kindermade Kushy Floor Floor Art	§65	
Happy Family Rug	§65	
Animal Squares Kid's Rug	§70	
Safety Area Rug	§75	
Caress Carpet	§80	
On the Spot	§80	
The Elysium	§85	
Blooming Hospitality Runner	§90	
Fleur-de-Lis Area Rug	§100	
Welcome? Mat	§105	
Run to Me Runner	§110	
Nom de Plume Antiqued Rug	§110	
Hopscotch Runner	§135	
Nature Silhouettes	§145	
Super Sisal Eco Rugs (Medium)	§150	
Lattice In Indoor-Outdoor Rug (Runner)	§155	
Princess Cordelia Royal Rug	§205	
Into the Rose	§225	
Show Your Stripes	§235	
Snug Rug	§255	2
Super Sisal Eco Rugs (Square)	§285	
Native Ways Handmade Rug	§355	
Lattice In Indoor-Outdoor Rug (Large)	§375	
Magic Carpet	§415	2
Textural Textiles Rug (Medium)	§435	
The Meridian	§515	2
Brilliant Brocade	§565	
Square Rug	§650	2
Super Sisal Eco Rugs (Large)	§720	
Textural Textiles Rug (Large)	§755	
Outside the Box Modern Rug	§825	
Living Color Rug	§930	
The Indispensable	§140	
Sim Idol Rug	§215	
A Stroke of Genius	§395	

Sculptures



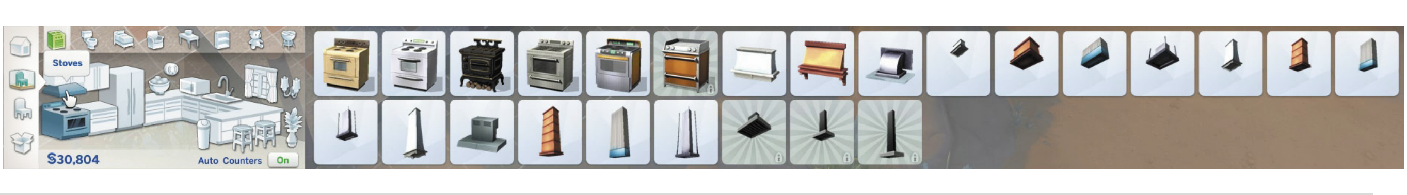
Object	Price	Environment
Computer Hard Drive	§115	
Garden Friend	§70	1
Womannequin	§85	1
Fitness Outdoor Sign	§125	
Porkelain Pal	§150	1
Porc du Jour	§160	1
Pink Flamingo Lawn Decorations	§160	1
Classic Pedestal-Style Bird Bath	§180	1
There's No Place like Gnome	§190	1
Roman Pedestal	§200	
Happy Gnome Garden Pal	§200	1
Gnome Matter What, I'm Still Your Baby	§210	1
The Corporation Outdoor Sign	§210	
Country Cockerel	§240	1
Mother Hen	§270	2
Antique Canal Boat	§280	2
Jolly Trolley Antique Replica	§320	2
Improbable Ottoman	§320	1
Spitting Fish Fountain	§350	2
Darts Outdoor Sign	§360	
Banana Bank Heist Model Van	§360	2
Pre-assembled Model Sports Car	§375	2
Vintage Model Pickup Truck	§375	2
Pre-assembled Model Stunt Plane	§390	2
Midnight Raven Model Car	§405	2
River Queen Paddlewheel Boat	§420	2
Cock's Crow Table Accent	§435	2
Antique Metal Milk Jug With Branch	§445	2
On the Hunt Statuette	§450	2
Train Set - Engine Car	§450	2
Train Set - Cargo Car	§450	2
Train Set - Passenger Car	§450	2
Train Set - Coal Car	§450	2
Train Set - Caboose	§450	2
Innovator's Award for Excellence in Science	§525	
The Renascent	§610	3
Falling Water Modern Fountain	§745	3
Triple-Tiered Fountain	§900	4
Bust of Baron von Dithering	§1,015	4
Diner Outdoor Sign	§1,200	
Captain Chaz McFreely's Galleon	§1,225	5
Princess Cordelia Royal Bust	§1,400	5
Bob the Butler Fancy Sculpture	§2,500	8
Knight of the Octagon Table Suit of Armor	§8,200	10
Porcu-Pro Business Card Holder	§100	2
Emblems of Espionage	§115	
Astro Model Rocket	§135	
Duffle o' Cash	§155	
Star Seeker Original Blueprints	§160	
Wedding Pillar with Floral Basket	§180	
Vintage Baseball Bat Sculpture	§275	2
Portable Galaxy Lightshow	§350	
Flying Llama	§700	5
Off the Charts Music Award	§720	
You've Got Talent Award	§745	
Commemorative Freeze Ray	§850	
Bars of Gold	§890	
Build Your Own Rocket Kit	§970	
Stolen Necklace of the Late Duchess Pinky	§1,015	
Antique Typewriter	§1,345	
Astro-Bunny Beyond Infinity	§1,510	
The Monolith	§1,580	
Artiste Supply Taboret	§1,650	
Our Founder Statue	§2,085	
Premium Prima Ballerina	§2,190	

I Need More Stuff

Kitchen

Sims need to eat to survive. They also need to be well-fed in order to be happy. Therefore, the kitchen is an important room. It needs to contain a stove, a refrigerator, and some counter space for preparing meals. Then add additional appliances and possibly even some tables and chairs for a place to eat. A sink is also a necessity—otherwise your Sims will be doing the dishes in the bathroom sink.

Stoves



Object	Price	Environment	Cooking
The YumCooker	§400		+
Cooking-U Pro	§1,050		+
Auld Crow Wood-Burning Cookstove	§2,745		+
London's Choice	§3,940		+
The Schmapple Oven	§13,000		+
Pancake Pro Free-standing Griddle	§1,975		+
Caress Stove Hood	§70		
Copperrrr and Otherrr Metal Stove Hood - Wall	§100		
The Noblesse	§140		
Postilion Ceilling-Mounted Range Hood	§150		
Copperrrr and Otherrr Metal Stove Hood - Ceiling	§160		
Fate Postmodern	§175		
EuroBreeze Range Hood	§185		
Whoosh! Ceiling Stove Hood	§200		
Tempest Range Hood	§210		
Super Sucker Range Hood	§225		
Breath of Fresh Air Stove Hood	§250	2	
Double Whoosh! Ceiling Stove Hood	§280	2	
Wall-Mounted Modern Stove Hood	§300	2	
Close Quarters Range Hood	§305	2	
Steely Fan Range Hood	§330	2	
Dramatic Heights Stove Hood	§380	2	
Discretion Stove Hood	§235		
Pro Performance Range Hood	§295		
The Obelisk	§400		

Refrigerator

Refrigerators
§30,804
Auto Counters
On

Object	Price	Cooking
Crisponix Budget Dee-Lux	§375	+
Crisponix Adequate	§675	+
Crisponix Splendid	§1,425	+
IceBOX Vintage Refrigerator	§1,925	+
Crisponix Ultragreat w/ Deluxe Crisper	§2,600	+
The Schmapple Fridge	§14,000	+
Icebox of Steel by Krampft Industries	§3,000	+

Cabinets

Cabinets
§30,804
Auto Counters
On

Object	Price	Environment
BlandCo Contemporary Cabinet	§135	1
VAULT Wall Cabinets	§150	1
S. Cargeaux Counter Cabinet	§165	1
The Harbinger Cabinet	§200	1
Tall Order Vintage Cabinet	§250	1

Counters

Counters
§30,804
Auto Counters
On

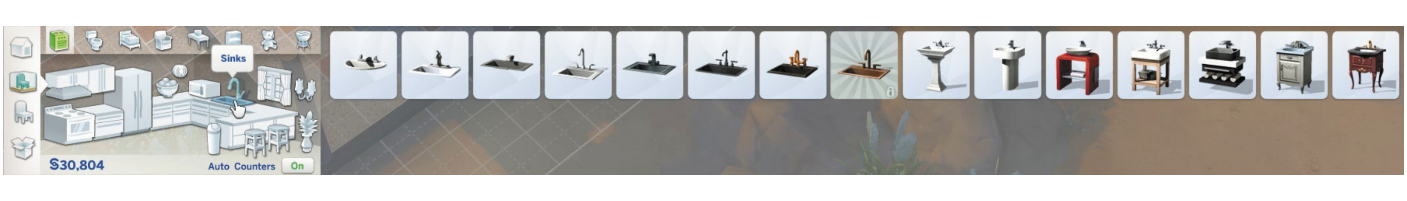
Object	Price	Environment
BlandCo Contemporary Counter	§150	
BlandCo Contemporary Counter Island	§150	
The Harbinger Counter	§235	
The Harbinger Island	§235	
S. Cargeaux Counter	§290	
S. Cargeaux Counter Island	§290	
VAULT Modular Island	§315	
VAULT Modular Counter	§315	
Tall Order Vintage Counter	§345	2
Tall Order Vintage Counter Island	§345	2
Corporate Chic Counter Island	§200	
Corporate Chic Countertop	§200	

Kitchen Appliances

Kitchen Appliances
§30,804
Auto Counters
On

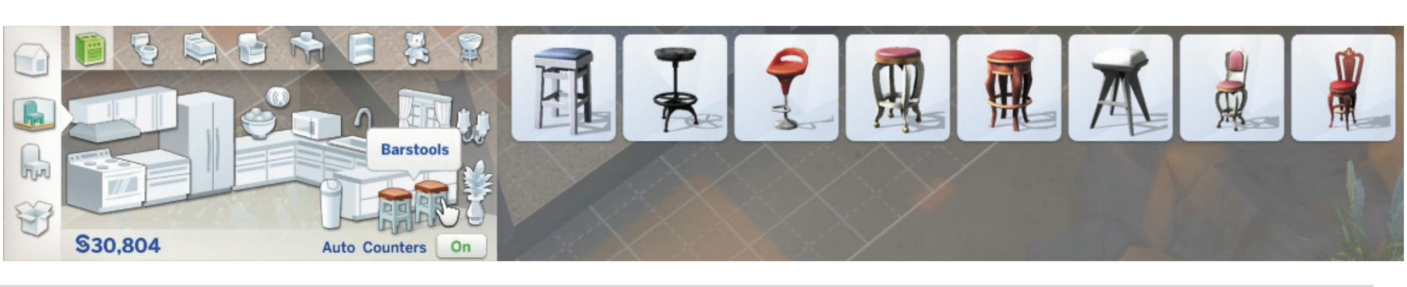
Object	Price	Environment	Cooking
The Wavescatter	§240		
The Food Annihilator	§470		
The Omniwaver	§795		
The Schmapple Micro	§1,920		
Joe Jockey	§50		
The Caffeininator	§95		
Café Immodéré	§155		
Stainless Steel Auto-Pot	§210	2	
The Schmapple Coffee	§365		
Tea Magic Personal Brewer	§275		
Whipped Dream Cupcake Factory	§2,100		+

Sink



Object	Price	Hygiene
Ovum Bath Sink	§125	3
Pure Simplicity Sink	§160	3
The Divine	§165	3
Wunda Kitchen Sink	§195	4
Sensa Counter Sink	§205	4
RAW Industrial Sink	§240	4
Last Resort Sink	§275	4
Umber Kitchen Sink	§185	5
The Patrician	§120	3
Brut Pedestal Sink	§145	3
The Amaranth	§230	4
RAW Pedestal Sink	§250	4
Bureau Sink	§290	5
Cru Cabinet Sink	§335	5
Poulton Footed Sink Vanity	§500	6

Barstools



Object	Price	Comfort
Eschen Metal Bar Stool	§30	
SPIN Industrial Barstool	§100	
The Celestial	§135	1
Velvet Embrace	§195	1
Cephalopod Bar Stool	§285	3
Domestic Satellite	§410	7
Caress Barstool	§615	7
Cephalopod Bar Stool with Back Support	§750	8

Trash Cans

Trash Cans
§30,804
Auto Counters
On

Object	Price
Starlit Children's Wastebasket	§25
Baby's First Wastebasket	§40
Garbelle Wastebasket	§50
Generiq Plastic Wastebasket	§55
Boardwalk Trashcan	§80
WasteNot Wastebasket	§110
NanoCan Touchless Trash Can	§1,200
CanDent Slatted Outdoor Trash Receptacle	§155
CanOFlage Outdoor Trash Receptable	§175
Wheeled Trash Bin	§220
Adurable Plastic Trash Bin	§320

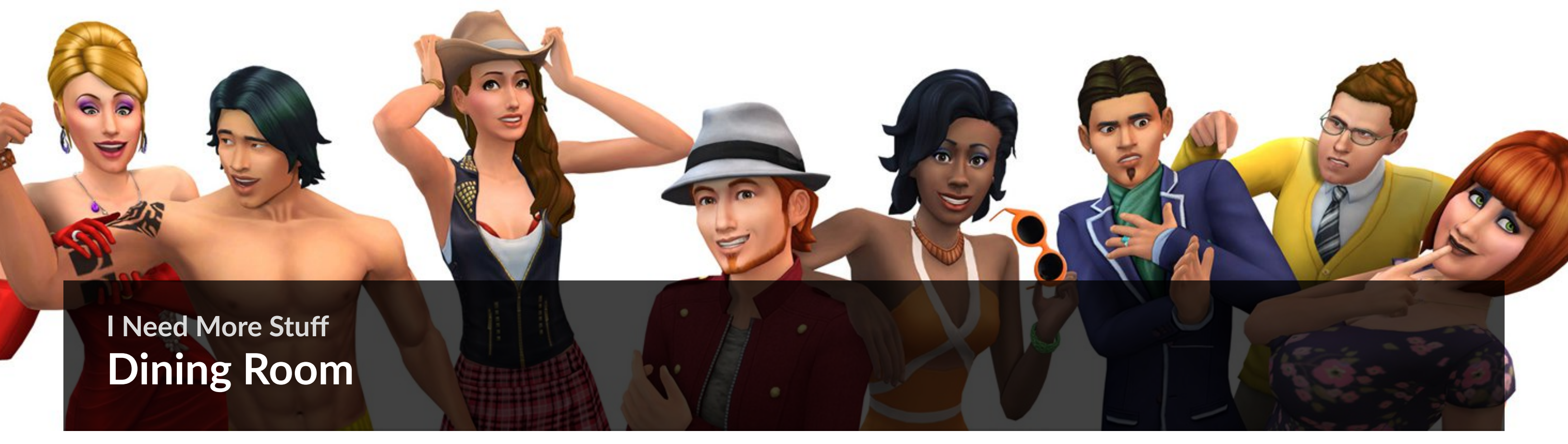
Alarm

Alarms
§30,804
Auto Counters
On

Object	Price
Alertz Smoke Alarm	§75
Fire Prevention System Utility Panel	§750

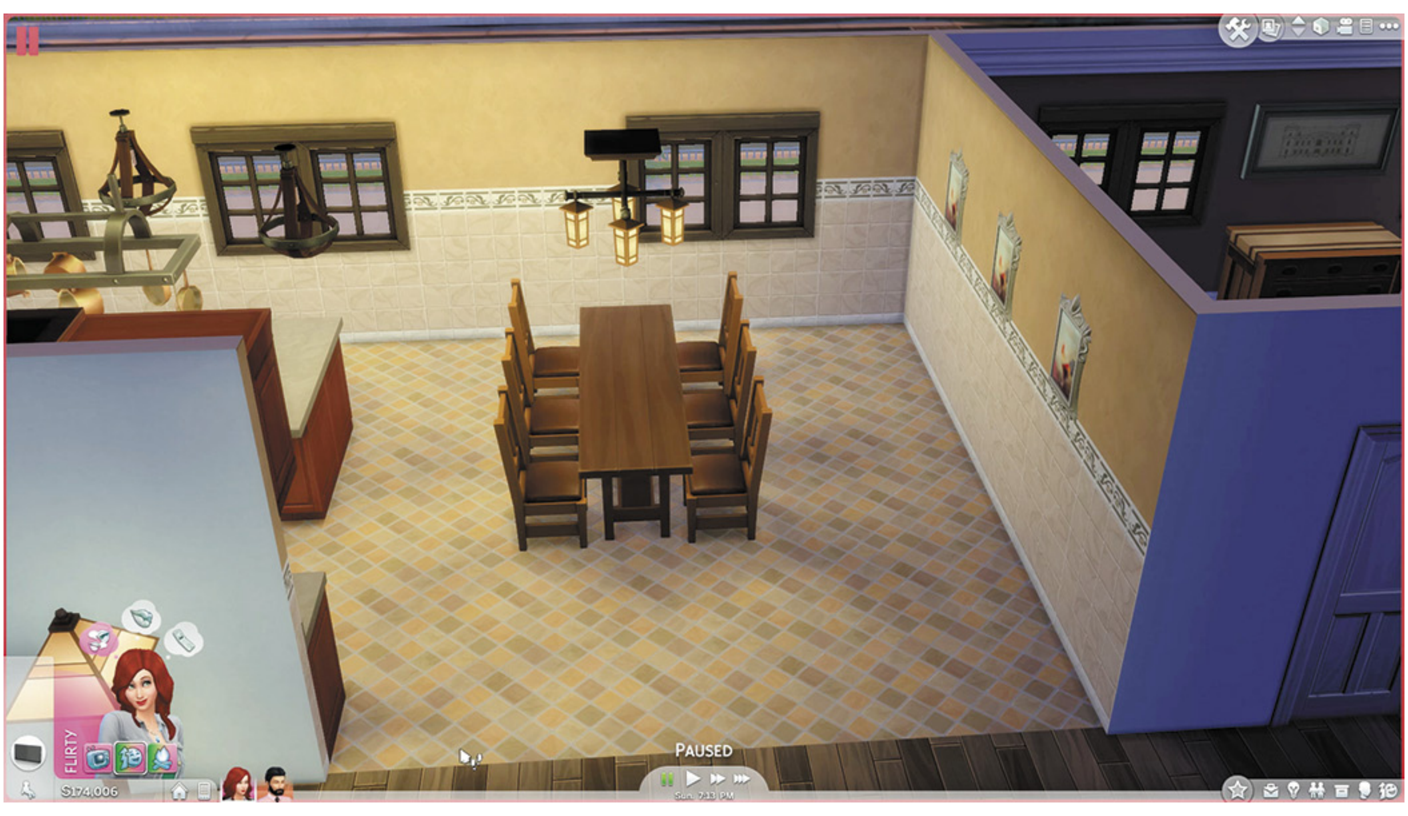
Tip

Looking for burglar alarms? Your Sims no longer need them. Although Sims can be career criminals, the streets of Willow Creek and Oasis Springs are crime-free!



I Need More Stuff

Dining Room

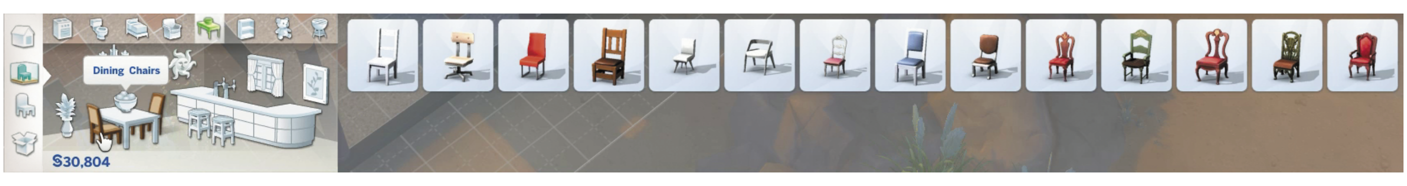


Small homes usually don't have space for a dining room. Instead, you may create a dining room as part of a kitchen or living room. However, because eating is an important need, if you can manage it, try to create a separate room in which your Sims can dine. The main furniture you need is a dining table and dining chairs. Some larger dining rooms may even have a bar complete with barstools. It just depends on the size of the room and how you plan on using it. If you plan to have a Dinner Party or other social event, consider adding a bar to your dining room—at least during the event.

Dining Table

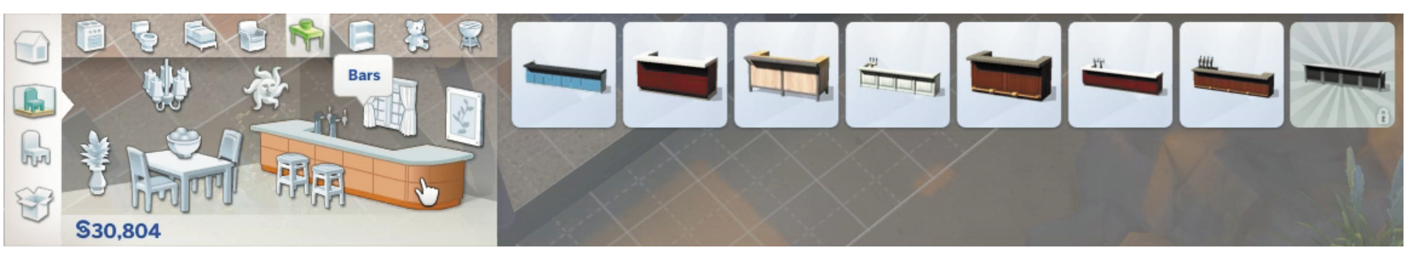
Object	Price	Environment
Ate & Salvage Drafting Table	§245	
Square Meals Dining Table	§255	
The Staccato	§275	
Martian Invader	§300	
Formal Mission Dining Table	§315	
Perfect Curve	§330	
Undersea Traditional Dining Table	§360	
Undersea Round Dining Table	§375	
Simplicity Dining Table	§220	
Mega Table	§335	
Ate & Salvage Drafting Table	§415	
Grand Designs Dining Table	§435	
The Fermata	§455	
Taxonomical Creation	§475	
The Enduring	§500	
Grand Hall Dining Table	§500	
Undersea Traditional Dining Table	§575	
SLAB Farmhouse Table	§625	
Mega Mega Table	§685	
Forbidden Footsies Dining Table	§1,125	2
"Arr Ye Eating That" Dining Table	§1,290	2
The Cornucopia	§1,500	2

Dining Chairs



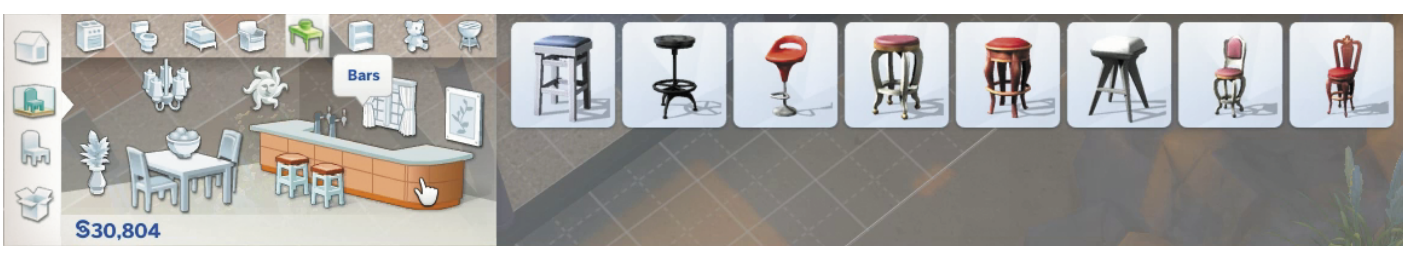
Object	Price	Comfort
Sooner or Later Contemporary Dining Chair	§50	
Saught Drafting Chair	§55	
The Commissioner	§80	1
Mega Dining Chair	§90	1
Supersonic Dining Chair	§90	1
Intelligence Desk Chair	§100	1
Caress Chair	§115	2
Barely Cushy Tushy Chair	§120	2
Termagant Dining Chair	§120	2
Captain Rodrigo De Pablo Dining Chair	§125	3
Embrace Chair	§165	
Arrrmless Dining Chair	§235	4
Cavil Dining Chair	§735	7
Arrrmed Dining Chair	§900	8

Bars

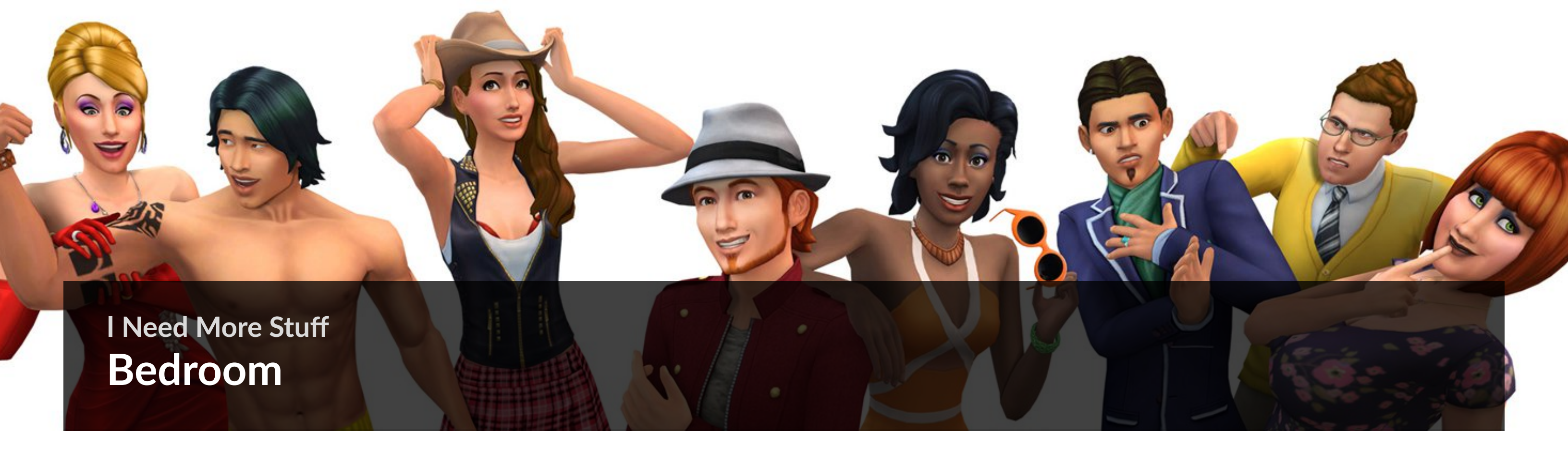


Object	Price	Mixology
The Sloop	§700	+
The Money Maker	§800	+
VAULT Pro-Level Bar	§800	+
Indulgence	§940	+
Punto Banco Wraparound Home Bar	§1,105	+
The Long Island	§1,355	+
Bless Me Barrrrnacles Bar	§1,645	+
Bar Setters Bar	§3,000	+

Barstools

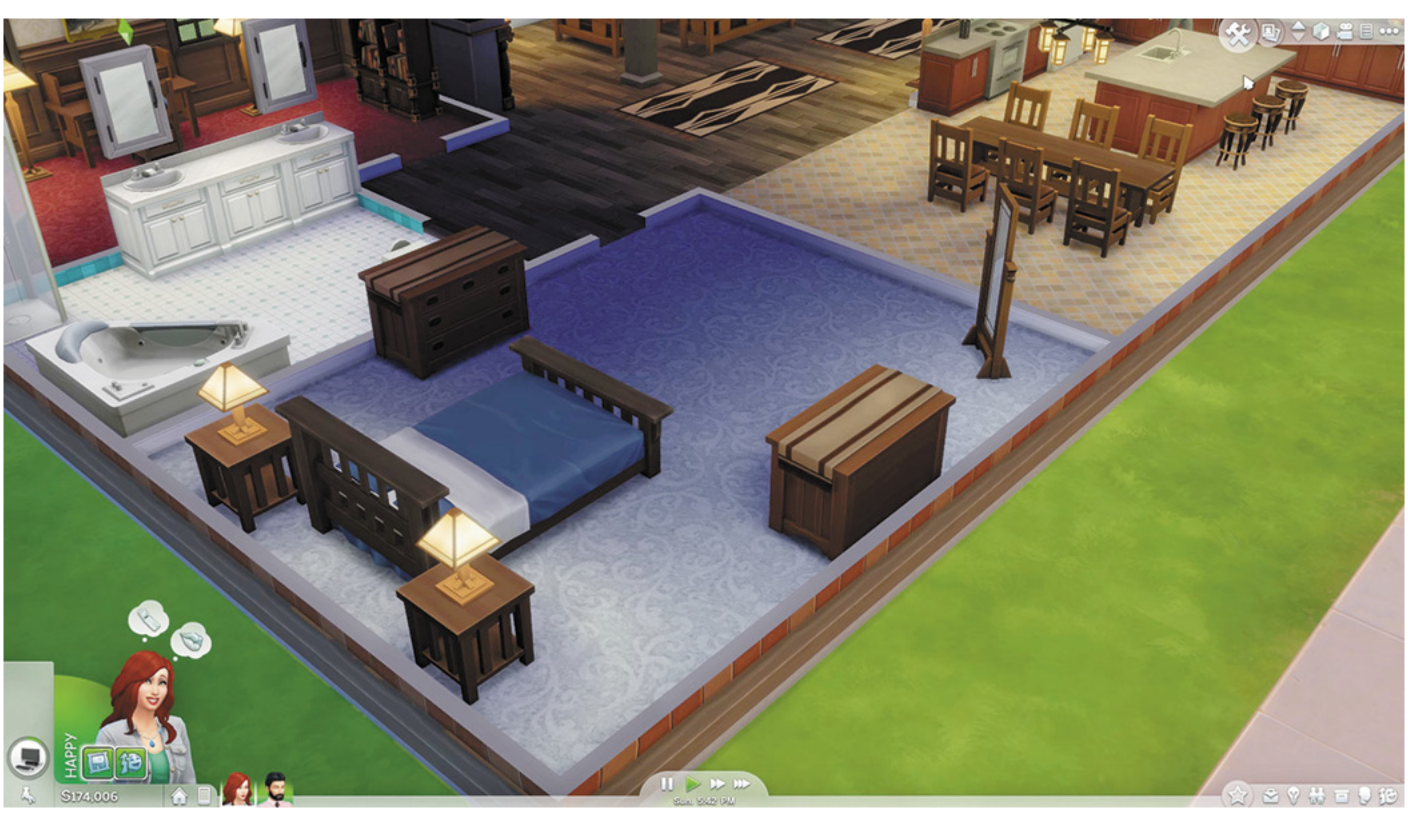


Object	Price	Comfort
Eschen Metal Bar Stool	§30	
SPIN Industrial Barstool	§100	
The Celestial	§135	1
Velvet Embrace	§195	1
Cephalopod Bar Stool	§285	3
Domestic Satellite	§410	7
Caress Barstool	§615	7
Cephalopod Bar Stool with Back Support	§750	8



I Need More Stuff

Bedroom



Bedrooms are very important. Every Sim has an Energy need and the only way to really take care of it is sleep. While a nap can cover it for a while, Sims need to get several hours of uninterrupted sleep. Therefore, make sure you have a separate room for sleeping. Bedrooms need to have a bed. In addition, a dresser allows them to modify or edit their outfits. Mirrors and other furniture round out the bedroom. Avoid putting objects that make noise in this room such as televisions or stereos. This is especially important if you have more than one Sim living in a household. You don't want one Sim making noise in this room while the other is trying to sleep.

Beds

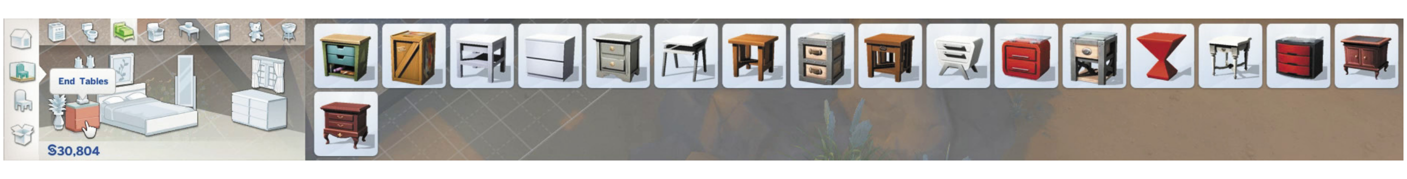
Object	Price	Energy
Anti-Goblin Bed by Kindermade	§240	4
Mod Pod Twin Sleeper	§300	4
Teen Dreams Single	§330	4
Soothing Sleeper Single Bed	§560	4
The Eminence	§1,200	5
Double Mission Single Bed	§1,300	5
Discretion Single Bedsystem	§1,460	5
Princess Cordelia's Single Bed	§8,500	10
Mod Pod Sleeper	§430	4
The Barnish Bed	§620	4
Soothing Sleeper Double Bed	§750	4
The Utopiate	§1,390	5
SIngle Mission Double Bed	§1,920	6
Discretion Double Bedsystem	§2,015	6
Princess Cordelia's Galleon Bed	§12,000	10
Rustic Dream Bed	§3,850	10

Dressers

Dressers
§30,804

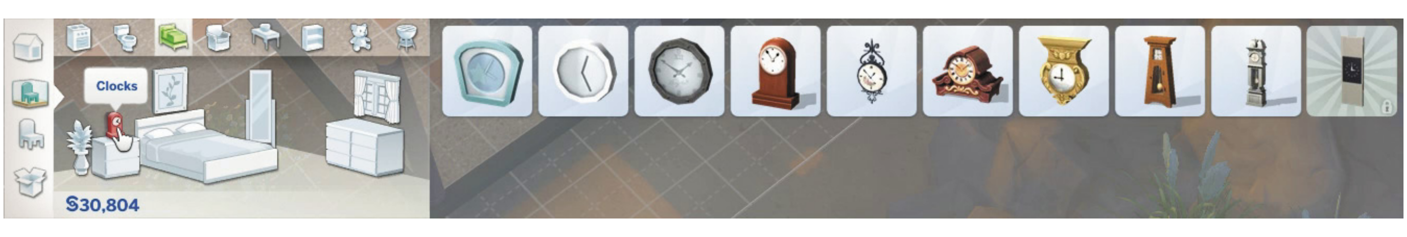
Object	Price	Environment
Thumbkin Child's Dresser	§325	
Kindermade Dresser for Children	§450	
Enigma Dresser	§530	
Audrinite Dresser	§580	
Weathered Wonder Dresser	§615	
Zes Horizontal Dresser	§695	
Ysabel Horizontal Dresser	§765	
The Architrave	§780	
Hvit Armoire	§975	
The Neo	§1,025	2
Unmentionables Dresser	§1,190	2
Willowdale High Boy Dresser	§1,480	2

End Tables



Object	Price
Dreamland Nightstand	§45
Crateable	§55
Tabula Rasa End Table	§65
Simplicity Nightstand	§70
Weathered Wonder Night Table	§85
Laramidian Endtable	§85
Mega End Table	§105
Embark Nightstand	§110
Mission Style End Table	§135
Audrinite Occasional Table	§140
The Penultimate	§145
Riveting End Table	§145
The Vociferate	§180
Fingertip's Delight	§240
The Ultimate	§265
Refurbished Pirate Chest Table	§325
Naught-ical Nightstand	§350

Clocks



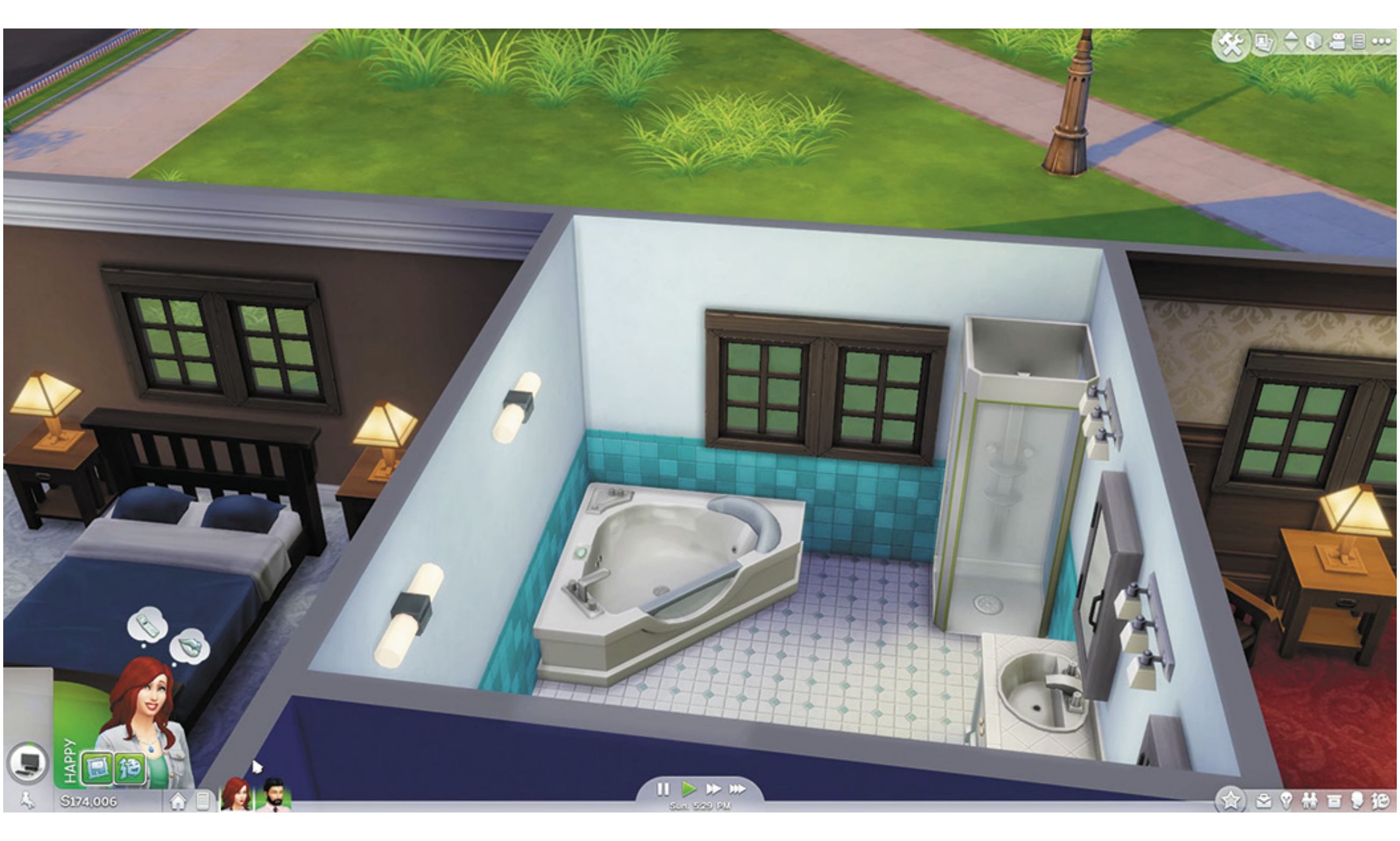
Object	Price	Environment
Kindermade Clock	§40	
Dodecagon Contemporary Clock	§140	
Industrial Wall Clock	§210	
The Sentinel	§305	
Tudor-Style Mantle Clock	§310	2
Brazen Time Wall Clock	§660	3
Sea Captain's Clock	§810	4
Remembrance Clock	§1,200	5
Simpler Times Mission-Style Clock	§1,315	5
Dear Old Grandfather Clock	§2,400	7

Mirrors

Object	Price
Sunny Days Wall Mirror	§40
Great Wall Mirror	§50
Who's That Baby? Baby Mirror	§55
Morning Glory Bathroom Mirror	§75
The Source	§90
The Sincerity	§95
Garlic-Scented Mirror	§105
Wonderous Me Wall Mirror	§130
The Covert	§135
Vacuum-Safe Mirror	§140
Pain to Pane Mirrored Medicine Cabinet	§145
Mission Not Accomplished Wall Mirror	§150
Vision of You	§185
Morning Glory Bathroom Mirror	§205
Captain Chaz McFreely Elegant Mirror	§260
Imprisoned Vanity Mirror	§375
Straight-up Wall Mirror	§395
Riveting Standing Mirror	§455
I Only Have Eyes for Me Wall Mirror	§910
Captain Chaz McFreely Porthole Mirror	§2,400
What a Star You Are Wall Mirror	§910
Magical Me Kid's Mirror	§65
Floored by Symmetry Standing Mirror	§70
The Obverse	§100
Between the Lines Full-Length Mirror	§415
Vision of You Mirror	§535
Captain Chaz McFreely Mirror	§790

I Need More Stuff

Bathroom



Bathrooms are another of those necessary rooms. Sims take care of two needs here—Bladder and Hygiene. For that you need a toilet and either a shower and/or a bathtub. If you can't have both, the shower is the better choice because it can provide more emotional states for your Sims, which in turn can help them with their careers and developing skills.

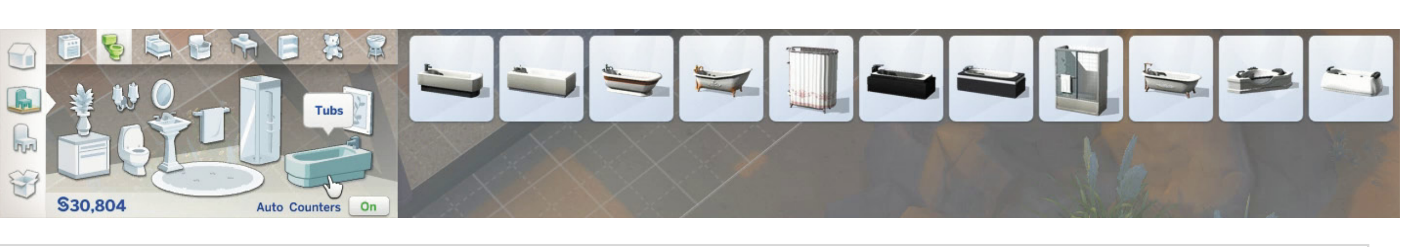
Toilet

Object	Price	Bladder	Comfort
The Ambassador	§250	10	
Modern Relief	§365	10	
RAW Toilet	§460	10	
John	§580	10	
Atlantis Plumbtrap	§755	10	1
Old Time Antique Toilet	§1,340	10	4
Sweet Escapes Country Toilet	§1,800	10	5

Showers

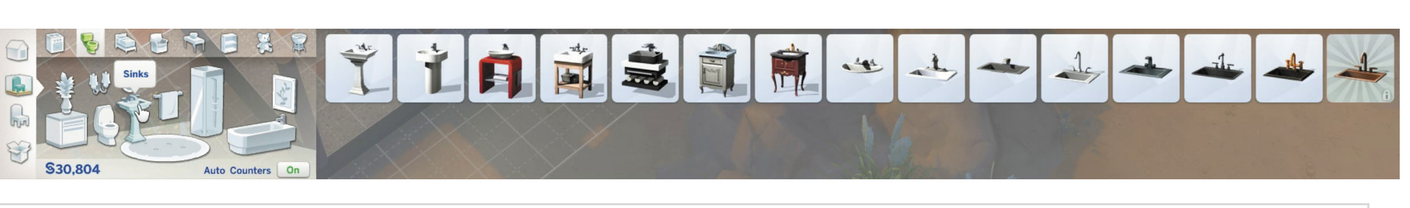
Object	Price	Hygiene	Stress Relief
Post Modern Shower Stall	§275	5	
Unicorn Dreamshower	§500	5	
RAW Walk-In Shower	§635	6	1
Under the Sea Clawfoot Tub with Shower	§845	6	1
The Peregrine	§1,015	7	2
Crystal Box Shower Stall	§1,315	7	3
Double Delight	§2,100	8	4

Tubs



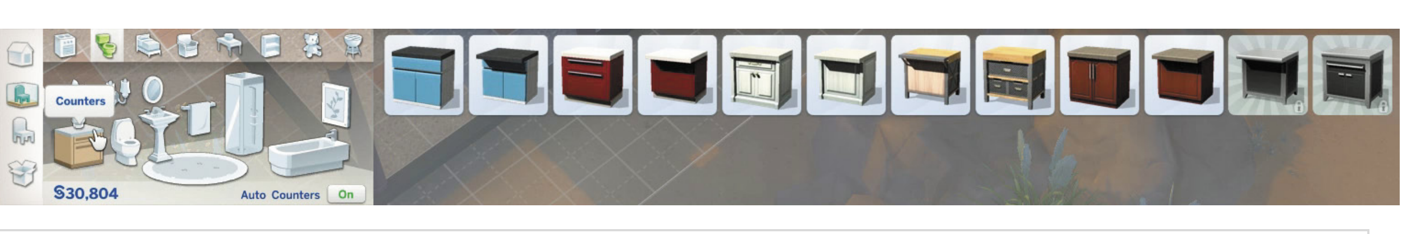
Object	Price	Hygiene	Fun	Stress Relief
My Secret Spa Tub	§250	3		
Superb Soakster	§450	3		
Rub-a-Dub Tub	§555	3		1
Floral Hygiene Clawfoot Tub	§615	4		2
Under the Sea Clawfoot Tub with Shower	§845	6		1
Spacebucket	§920	5		10
The Epicure	§1,645	6		5
Double Delight	§2,100	8		4
Princess Cordelia's Bathtub	§2,285	7		6
Triteia Luxury Corner Bath with Jets	§3,000	8	3	8
Jet Set Luxury Bath	§12,000	10	5	

Sinks



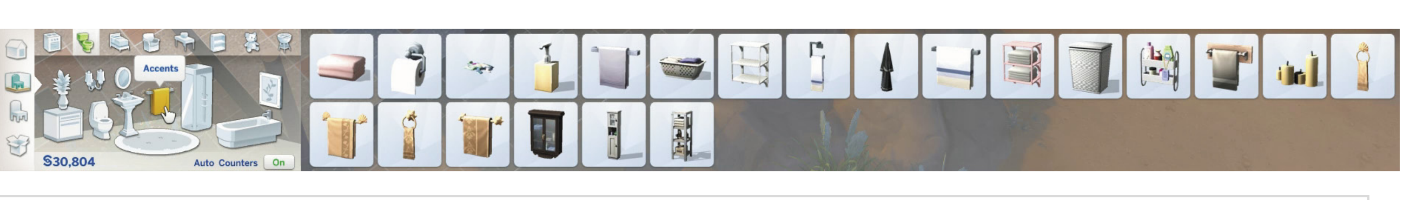
Object	Price	Hygiene
Ovum Bath Sink	§125	3
Pure Simplicity Sink	§160	3
The Divine	§165	3
Wunda Kitchen Sink	§195	4
Sensa Counter Sink	§205	4
RAW Industrial Sink	§240	4
Last Resort Sink	§275	4
Umber Kitchen Sink	§185	5
The Patrician	§120	3
Brut Pedestal Sink	§145	3
The Amaranth	§230	4
RAW Pedestal Sink	§250	4
Bureau Sink	§290	5
Cru Cabinet Sink	§335	5
Poulton Footed Sink Vanity	§500	6

Cabinets



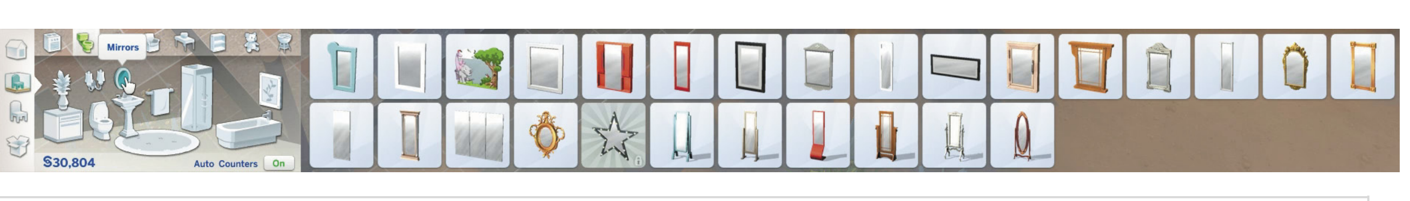
Object	Price	Environment
BlandCo Contemporary Cabinet	§135	1
VAULT Wall Cabinets	§150	1
S. Cargeaux Counter Cabinet	§165	1
The Harbinger Cabinet	§200	1
Tall Order Vintage Cabinet	§250	1

Accents



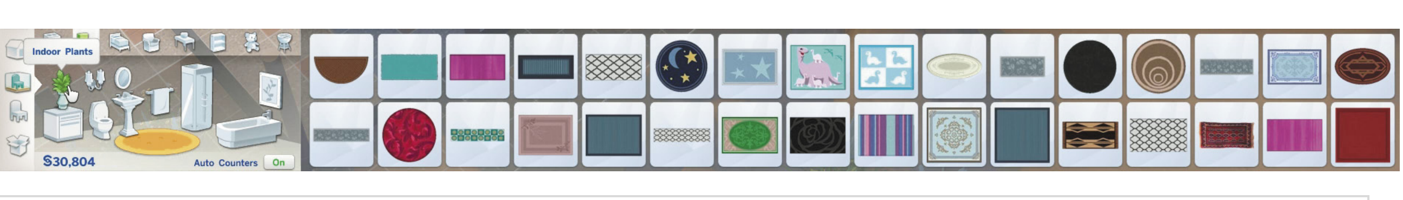
Object	Price	Environment
Hotel Folded Bath Towels	§35	1
Toilet Paper Roll Holder	§50	1
Pile of Laundry	§50	1
Ceramic Soap Dispenser	§55	1
The Zenith	§65	1
Plastic Laundry Basket	§70	1
Towel Storage Rack, Empty	§70	1
Geometric Towel Rack	§80	1
Robe of the Believer Wall Hook	§80	1
Starq Towel Rack	§85	1
Towel Storage Rack, Full	§85	1
Rectangular Wicker Laundry Hamper	§90	1
BathBuddy Shower Caddy	§90	1
Terminus Reclaimed Pipe Towel Rack	§100	1
Caress Scented Candles	§110	1
Shelly's Shells Towel Ring	§155	1
Brash Tracks Towel Rack	§160	1
Sea Star Bath Towel Ring	§165	1
Sea Star Bath Towel Holder	§170	1
Countryside Caress Medicine Cabinet	§240	1
Tall Bath Cabinet	§260	2
RAW Bathroom Shelf	§485	2

Mirrors



Object	Price	Environment	Charisma
Sunny Days Wall Mirror	§40		+
Great Wall Mirror	§50		+
Who's That Baby? Baby Mirror	§55		+
Morning Glory Bathroom Mirror	§75		+
The Source	§90		+
The Sincerity	§95		+
Garlic-Scented Mirror	§105		+
Wonderous Me Wall Mirror	§130		+
The Covert	§135		+
Vacuum-Safe Mirror	§140		+
Pain to Pane Mirrored Medicine Cabinet	§145		+
Mission Not Accomplished Wall Mirror	§150		+
Vision of You	§185		+
Morning Glory Bathroom Mirror	§205		+
Captain Chaz McFreely Elegant Mirror	§260		+
Imprisoned Vanity Mirror	§375		+
Straight-up Wall Mirror	§395		+
Riveting Standing Mirror	§455		+
I Only Have Eyes for Me Wall Mirror	§910	2	+
Captain Chaz McFreely Porthole Mirror	§2400	2	+
What a Star You Are Wall Mirror	§910		+
Magical Me Kid's Mirror	§65		+
Floored by Symmetry Standing Mirror	§70		+
The Obverse	§100		+
Between the Lines Full-Length Mirror	§415		+
Vision of You Mirror	§535	2	+
Captain Chaz McFreely Mirror	§790	2	+

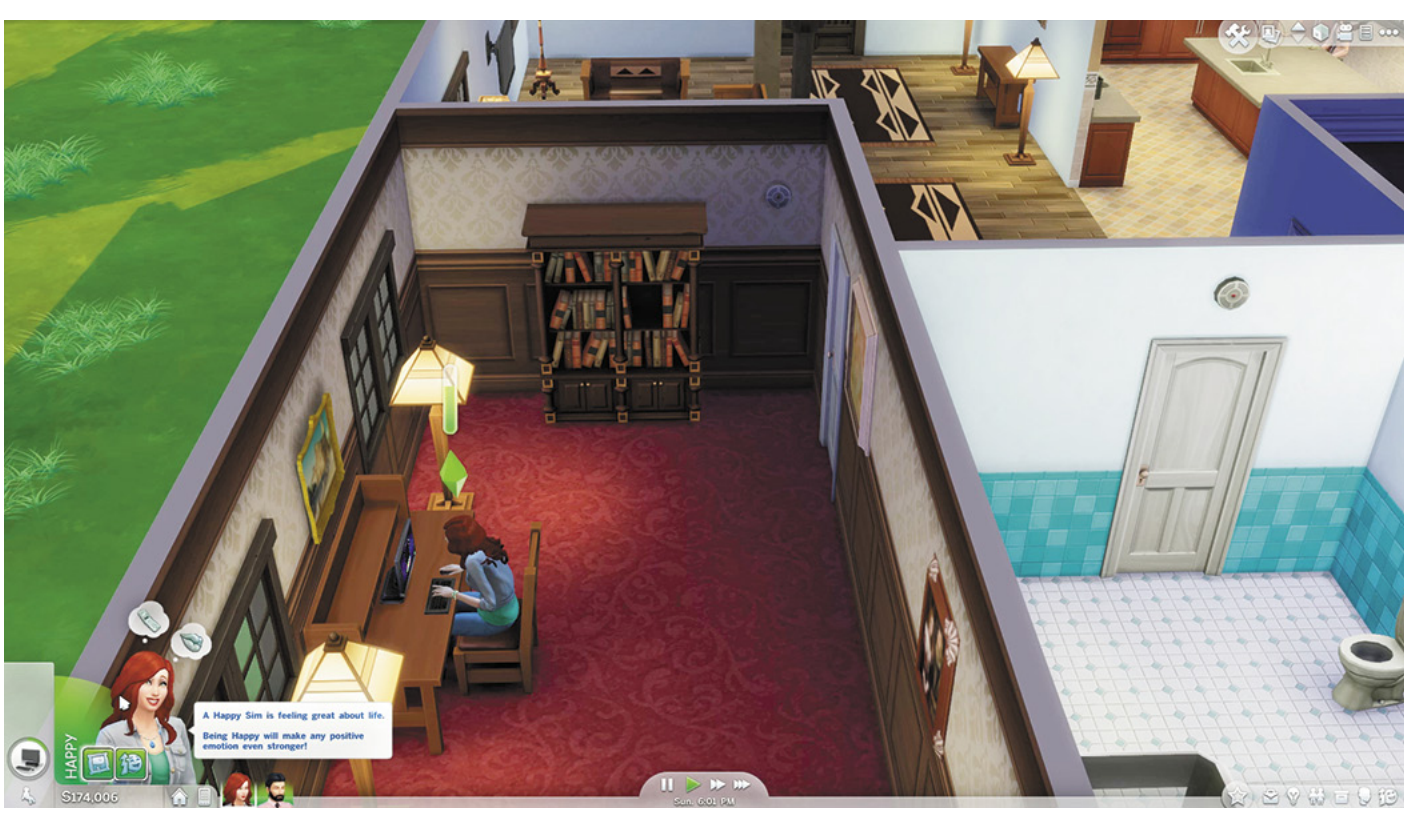
Rugs



Object	Price	Environment
Half-Hearted Hospitality Mat	§50	
Bath Essentials Happy Toes Mat	§50	
Textural Textiles Rug (Small)	§50	
Super Sisal Eco Rugs (Small)	§50	
Lattice In Indoor-Outdoor Rug (Small)	§50	
Kindermade Kushy Floor Floor Art	§55	
Kindermade Kushy Floor Floor Art	§65	
Happy Family Rug	§65	
Animal Squares Kid's Rug	§70	
Safety Area Rug	§75	
Caress Carpet	§80	
On the Spot	§80	
The Elysium	§85	
Blooming Hospitality Runner	§90	
Fleur-de-Lis Area Rug	§100	
Welcome? Mat	§105	
Run to Me Runner	§110	
Nom de Plume Antiqued Rug	§110	
Hopscotch Runner	§135	
Nature Silhouettes	§145	
Super Sisal Eco Rugs (Medium)	§150	
Lattice In Indoor-Outdoor Rug (Runner)	§155	
Princess Cordelia Royal Rug	§205	
Into the Rose	§225	
Show Your Stripes	§235	
Snug Rug	§255	2
Super Sisal Eco Rugs (Square)	§285	
Native Ways Handmade Rug	§355	
Lattice In Indoor-Outdoor Rug (Large)	§375	
Magic Carpet	§415	2
Textural Textiles Rug (Medium)	§435	
The Meridian	§515	2
Brilliant Brocade	§565	
Square Rug	§650	2
Super Sisal Eco Rugs (Large)	§720	
Textural Textiles Rug (Large)	§755	
Outside the Box Modern Rug	§825	
Living Color Rug	§930	
The Indispensable	§140	
Sim Idol Rug	§215	
A Stroke of Genius	§395	

I Need More Stuff

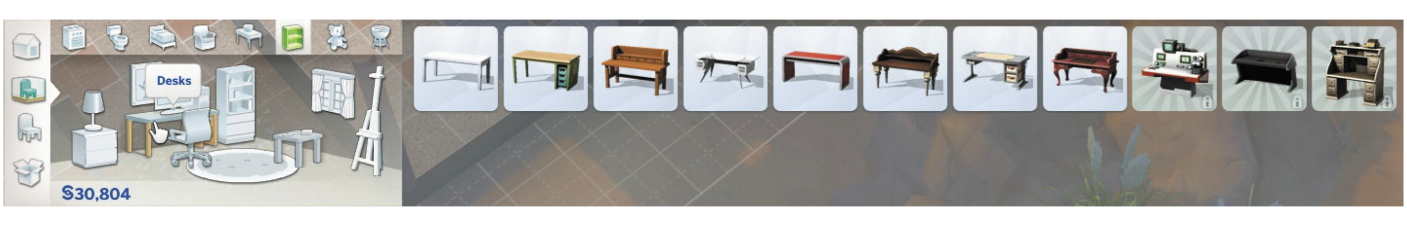
Study



A Happy Sim is feeling great about life.
Being Happy will make any positive emotion even stronger!

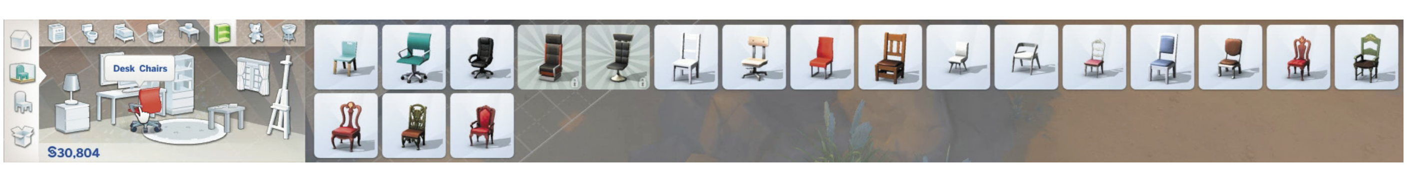
A study is a versatile room. Depending on the Sims, it can take many different forms and have different functions. Many careers require Sims to do some work from home, and a study makes be a good room to do that in. For many careers, this might require a computer, which would then necessitate a desk and a chair. However, a study for a painter might be a studio with an easel. No matter what your Sims do in their study, be sure to include decorations and items that help them get into a beneficial emotion for their tasks.

Desks



Object	Price	Environment
Lacquered Up Console	§300	
Knowledge Console by Kindermade	§325	
Mega Desk	§365	
T1-Fighter Desk	§430	
The Recognizer	§505	2
Inspiration Desk	§740	2
Drafting Desk	§925	2
All-Purpose Desk	§1,350	3
Mission Control	§705	
Reconnaissance Workstation	§810	5
Antique Writer’s Desk	§970	

Desk Chairs



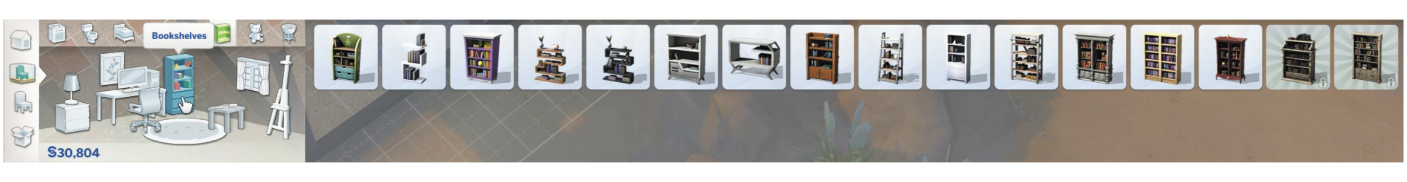
Object	Price	Comfort
Kindermade Chair	§30	
Joliette Desk Chair	§60	
“The Boss” Executive Desk Chair	§185	3
Salyut Aeronaut Chair	§770	6
The Swiveler	§805	7
Sooner or Later Contemporary Dining Chair	§50	
Saught Drafting Chair	§55	
The Commissioner	§80	1
Mega Dining Chair	§90	1
Supersonic Dining Chair	§90	1
Intelligence Desk Chair	§100	1
Caress Chair	§115	2
Barely Cushy Tushy Chair	§120	2
Termagant Dining Chair	§120	2
Captain Rodrigo De Pablo Dining Chair	§125	3
Embrace Chair	§165	
Arrrmless Dining Chair	§235	4
Cavil Dining Chair	§735	7
Arrrmed Dining Chair	§900	8

Computers

Computers
§30,804

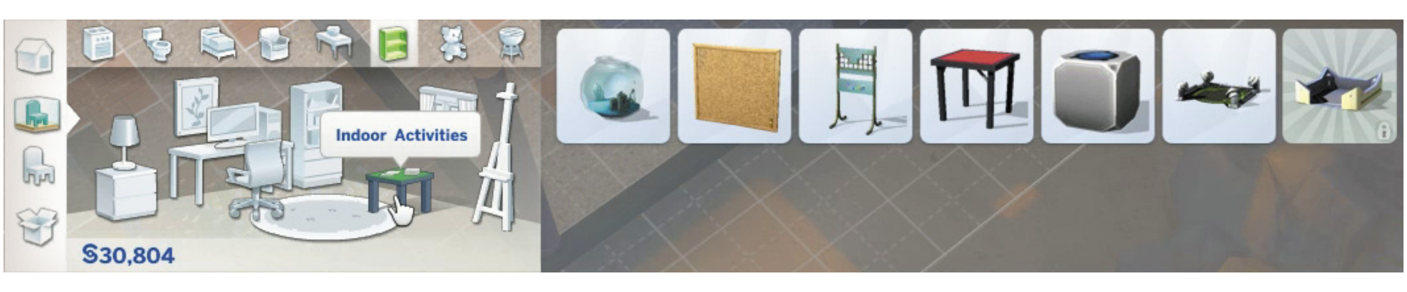
Object	Price	Fun	Writing
How Low Can You Go Desktop Computer	§800	3	+
The Slablet	§1,000	5	+
Respecterion Mid-Range Desktop	§1,440	6	+
All-in-One Powerful PC	§4,000	8	+
Ghostwriter Disappearing Desktop	§10,000	10	+
Milton Word Processor	§1,015	5	+
Information Database	§3,080	9	+
Mayhem Portable Computer	§4,600	9	+
Top Secret Computer	§5,400	9	+
P.R.I.M.A. 3000	§2,305	7	3

Bookshelves



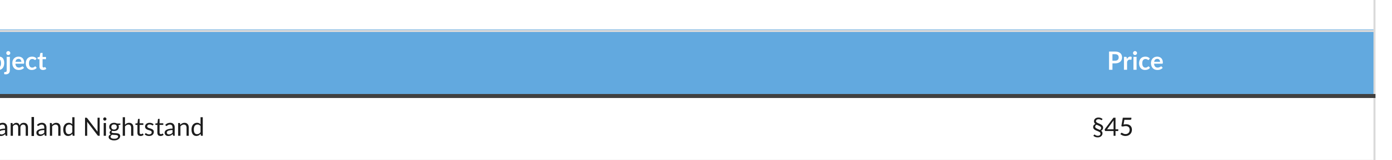
Object	Price	Environment	Fun
Kid’s Bookcase	§135		5
Intellectual Illusion Wall-Mounted Bookshelves	§175		5
Bright Eyes Bookcase	§240		5
Young Minds Zen Bookcase	§305		5
The Enigma	§400	2	5
The Shugart Bookstation	§460	2	5
Hovercraft Miniframe	§530	2	5
Mega Bookcase	§725	2	5
RAW Bookshelf	§990	3	5
Simple Symmetry Bookcase	§1,395	4	5
Industrial Étagère	§1,465	4	5
Caress Bookcase	§1,800	5	5
Towering Intellect Dual Book Case	§2,000	5	5
Princess Cordelia Bookcase	§2,800	7	5
Deep Thoughts Bookcase	§1,745		5
The Muse	§2,100		5

Indoor Activity



Object	Price	Fun
Fit4Fish Crystal Fish Bowl	§60	
Bunchapals Postcard Corckboard	§70	
Elemental Display Rack	§85	
Got Game Table	§235	5
Future Cube by Paltry Predictions, Inc.	§325	
The MotionMonitor Gaming Mat	§4,500	10
PrioPerfection Motion Sensor Game Mat	§7,650	9

End Tables

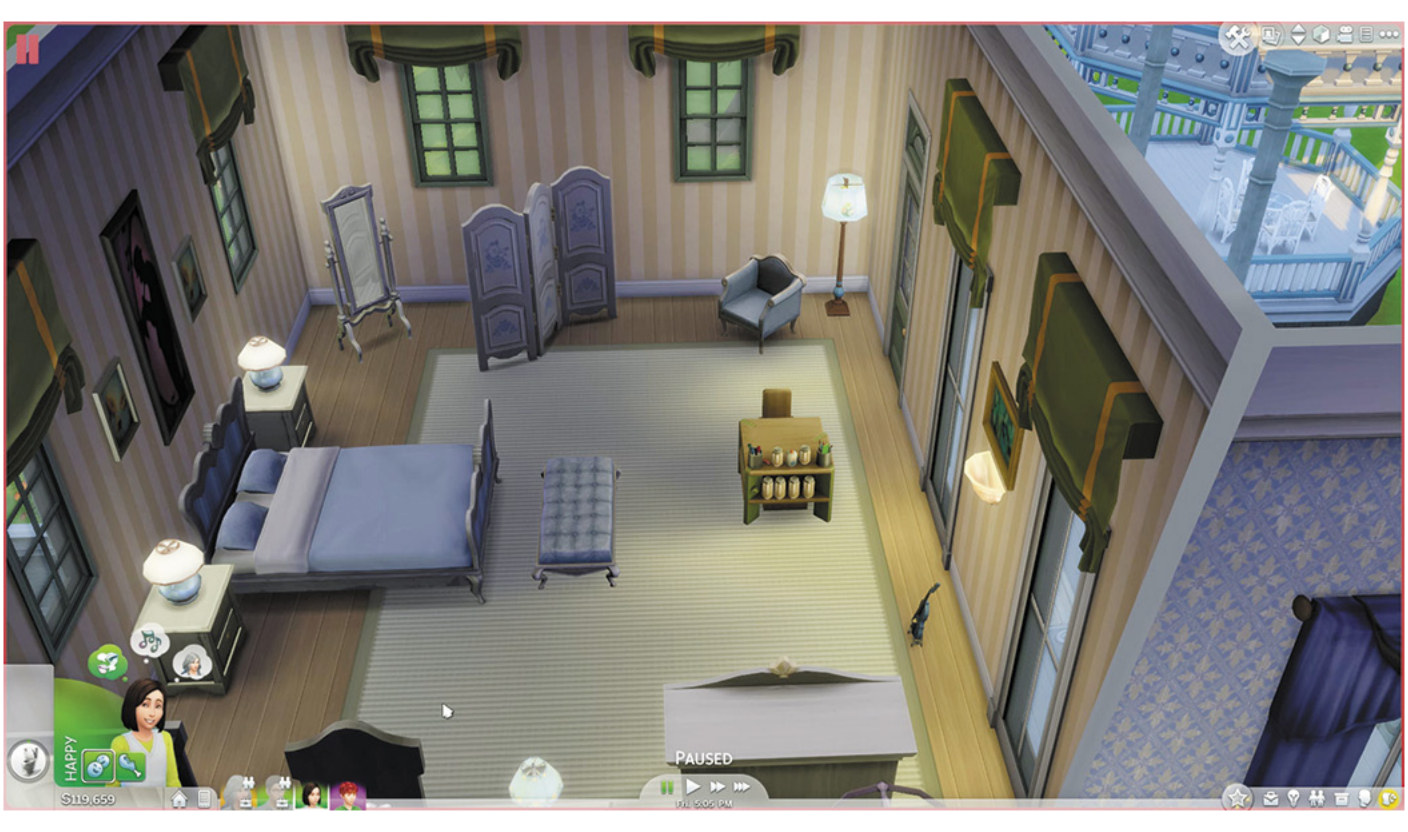


Object	Price
Dreamland Nightstand	§45
Crateable	§55
Tabula Rasa End Table	§65
Simplicity Nightstand	§70
Weathered Wonder Night Table	§85
Laramidian Endtable	§85
Mega End Table	§105
Embark Nightstand	§110
Mission Style End Table	§135
Audrinite Occasional Table	§140
The Penultimate	§145
Riveting End Table	§145
The Vociferate	§180
Fingertip’s Delight	§240
The Ultimate	§265
Refurbished Pirate Chest Table	§325
Naught-ical Nightstand	§350

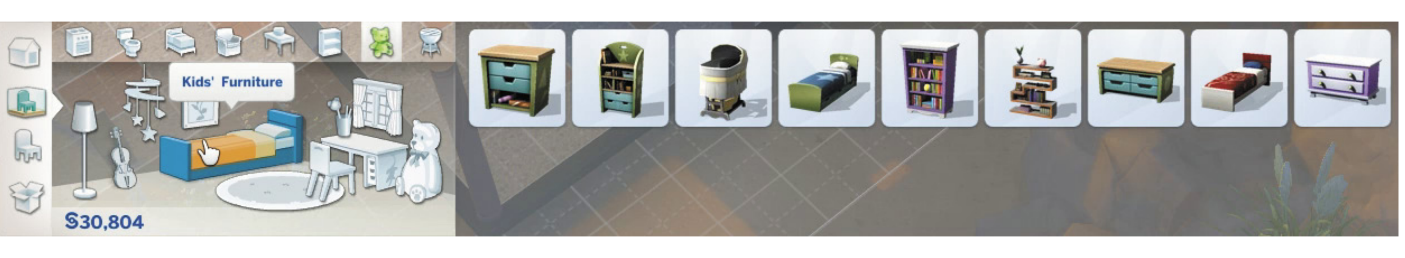
I Need More Stuff

Kids Room

Kids rooms often meet the dual need of bedroom and study—but designed and decorated for a child. While child Sims might need a desk for doing homework, they also need some toys because playing helps them build up their skills. As they grow up into teens, the toys can be replaced by other more age-appropriate items.

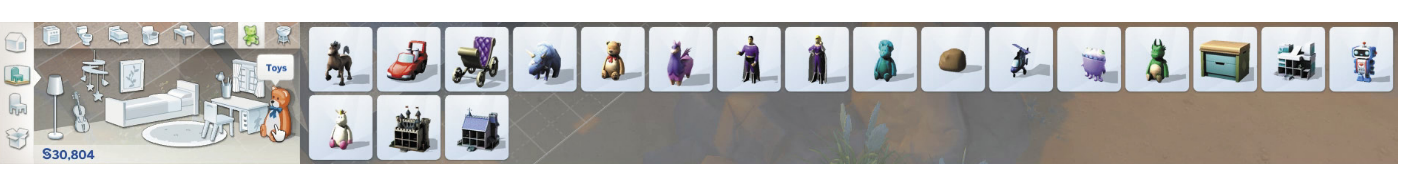


Kid's Furniture



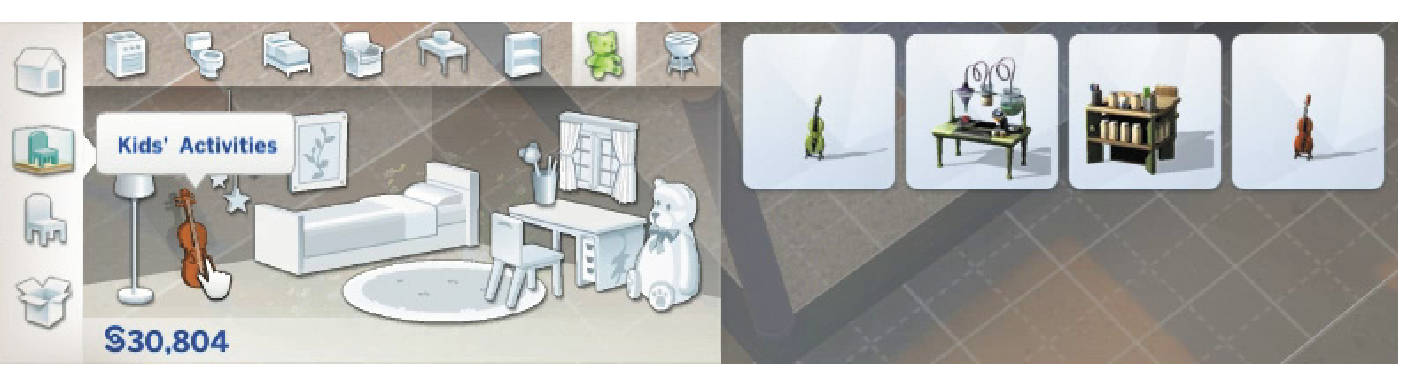
Object	Price	Energy	Fun
Dreamland Nightstand	§45		
Kid's Bookcase	§135		5
Rock-a-bye Bassinet	§150		
Anti-Goblin Bed by Kindermade	§240	4	
Bright Eyes Bookcase	§240		5
Young Minds Zen Bookcase	§305		5
Thumbkin Child's Dresser	§325		
Teen Dreams Single	§330	4	
Kindermade Dresser for Children	§450		

Toys



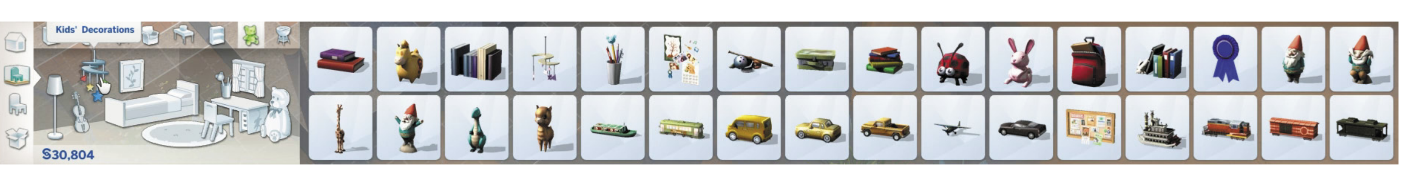
Object	Price	Environment	Fun
Pretty Prancing Palomino Pony Toy	§30		6
Speedy Sportscar Toy	§40		6
Fantasy Carriage Toy	§50		6
Teresa and Triceratops	§65		6
Blarffy	§75		6
WaffleKone the Llamacorn Talking Toy	§85		6
The Purple Pursuer Action Figure	§115		6
The Purple Protector Action Figure	§115		6
Drago	§120		6
Lump of Clay	§150		6
Fully Functional Helicopter Toy	§155		6
Chompy	§165		6
Dino	§185		6
The Pandora	§200		
Modern Life Dollhouse	§260		5
Bleep the Robot	§285		6
Uni	§425	2	6
Realistic Princess Doll Castle	§825		6
Victorian Dollhouse	§1,500		7

Kid's Activities



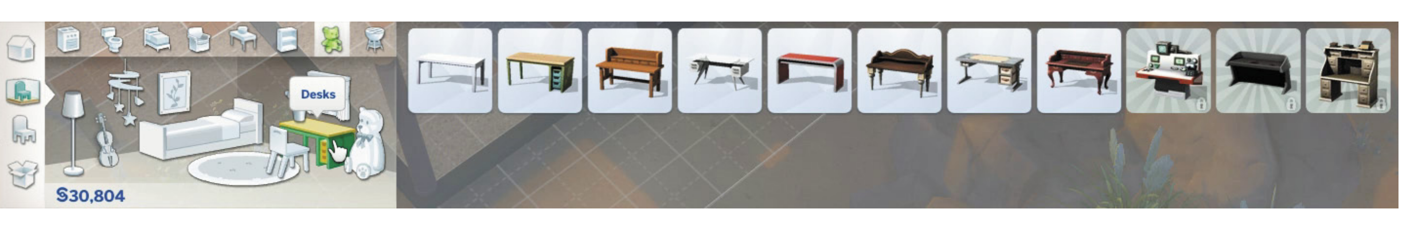
Object	Price	Fun
Amateur Hour Child's Violin	§185	3
Junior Wizard Starter Set	§210	6
Creative Art Thou Activity Table	§300	6
True Prodigy Child's Violin	§320	3

Kid's Decorations



Object	Price	Environment
Mega Couple of Books	§45	1
Unicorn Futures Children's Bank	§50	1
Vintage Books	§60	1
Baby Genius Mobile	§60	1
Pencil Holder	§65	1
Pictures, Pictures on the Wall	§75	1
Pile of Sports Equipment	§75	1
Mancha-Lunch Box	§115	1
Scholarly Stack	§120	1
Ladybug Buddy	§130	1
Bunny Buddy	§135	1
The Don't Break Your Backpack	§170	1
School Binders and Bookend	§180	1
Large Award Ribbon	§185	2
There's No Place like Gnome	§190	1
Happy Gnome Garden Pal	§200	1
Gary Giraffe	§200	1
Gnome Matter What, I'm Still Your Baby	§210	1
Denny the Dinosaur	§210	1
Llama Mama	§260	2
Antique Canal Boat	§280	2
Jolly Trolley Antique Replica	§320	2
Banana Bank Heist Model Van	§360	2
Pre-assembled Model Sports Car	§375	2
Vintage Model Pickup Truck	§375	2
Pre-assembled Model Stunt Plane	§390	2
Midnight Raven Model Car	§405	2
Curated Cork Board	§410	4
River Queen Paddlewheel Boat	§420	2
Train Set - Engine Car	§450	2
Train Set - Cargo Car	§450	2
Train Set - Passenger Car	§450	2
Train Set - Coal Car	§450	2
Train Set - Caboose	§450	2

Desks



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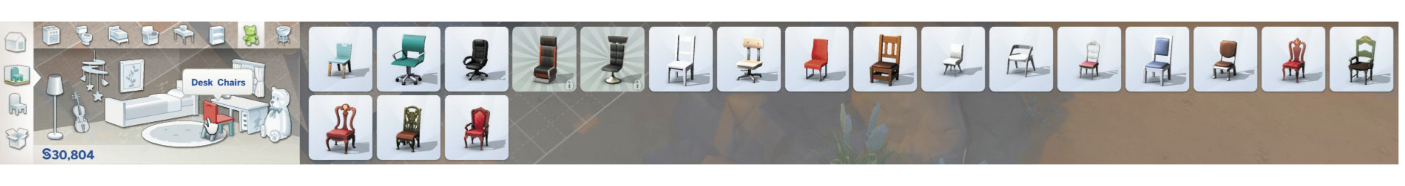
Mission Control	§705	
Reconnaissance Workstation	§810	5
Antique Writer's Desk	§970	

Desk Chairs



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Saught Drafting Chair	§55	
The Commissioner	§80	1
Mega Dining Chair	§90	1
Supersonic Dining Chair	§90	1
Intelligence Desk Chair	§100	1
Caress Chair	§115	2
Barely Cushy Tushy Chair	§120	2
Termagant Dining Chair	§120	2
Captain Rodrigo De Pablo Dining Chair	§125	3
Embrace Chair	§165	
Arrrmless Dining Chair	§235	4
Cavil Dining Chair	§735	7
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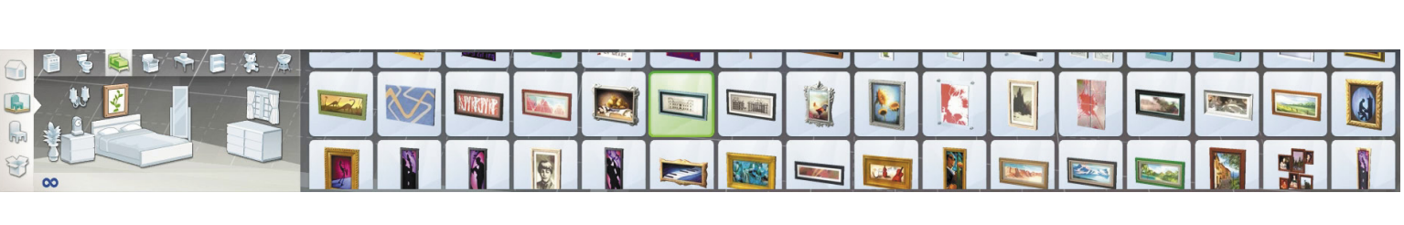
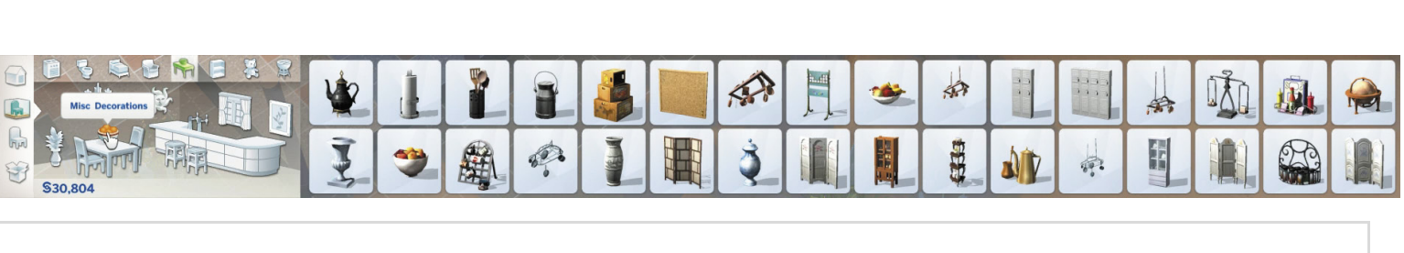
I Need More Stuff

Multi-Room Objects



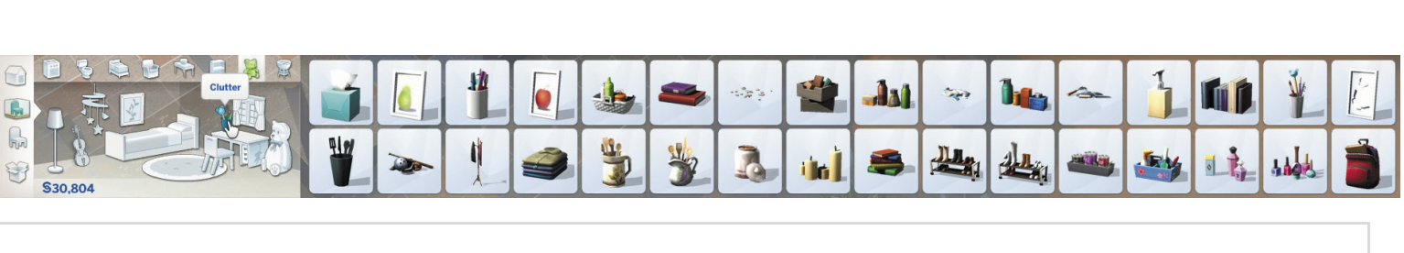
Several categories of objects can be used for more than one type of room. Most are decorations that help add to the environment of the rooms. This is an important function. The more objects that affect the environment of the room, the more positive moodlets Sims get. These help bolster the main positive emotion. If you are not seeing a decorated moodlet when your Sims are at home, you need to add some decorations.

Misc Decoration



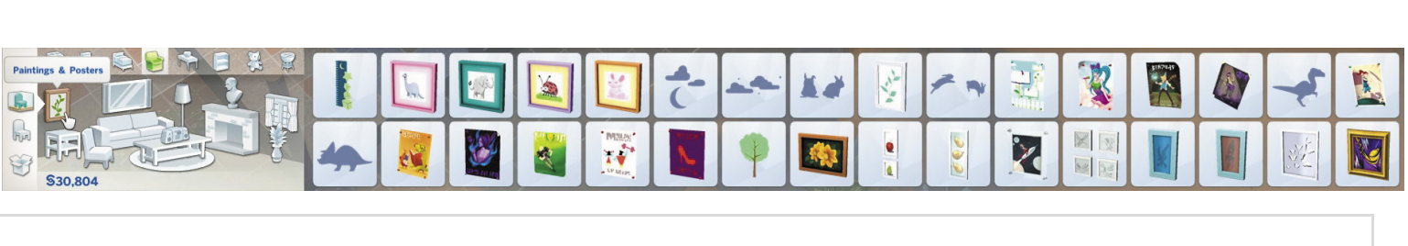
Object	Price	Environment
RAW Antique Teapot	§30	30
Modernist Paper Towel Dispenser	§30	1
RAW Utensil Holder	§45	1
Merry Milkmaid	§55	1
Caress Stacking Crates	§60	1
Bunchapals Postcard Corckboard	§70	
Country-Style Pot Rack	§75	1
Elemental Display	§85	
Bowl of Fruit	§95	1
Medium Country-Style Pot Rack	§95	1
Wall o' Gym Lockers, Small	§100	1
Wall o' Gym Lockers, Large	§100	1
Long Country-Style Pot Rack	§155	1
In the Balance Antique Scale	§200	1
Condiment Basket	§200	1
Tiny Globe	§230	1
Antique Urn	§230	1
Fine Bowl of Fruit	§250	2
CONCEPT Coffee Mug Rack	§270	2
Master Chef Pot Rack	§275	2
The Endurn	§290	2
Shoji Screen Room Divider	§290	2
Grandmother's Urn	§300	2
Screen Of Secrets	§305	2
Mega Hutch	§320	
Caress Upon Caress	§320	2
Wake Me Up Antique Coffee Pot	§375	2
Mid-Height Master Chef Pot Rack	§380	2
Carina Dining Hutch	§400	2
Screen of Longing	§405	2
Kept Spice Rack	§420	2
Discreet Divider	§425	2
Basic Room Divider	§485	2
Low-Hanging Master Chef Pot Rack	§500	2
Honeycomb Bottle Holder	§520	2
Home is Where the Hutch Is	§620	2
Old-Fashion Camera	§645	3
Royal Crabtree Tea Set	§770	4
Viney League Encased Scrolls	§850	4
Bethan Privacy Partition	§925	4
Dashing Displays Hutch	§1,040	4
Dare to Etagere	§1,370	5
Wainscott Gardens Dining Cabinet	§1,370	4
MK-2001 Bookshelf	§1,510	4
The Centurion	§1,880	5
Sea Princess Dining Hutch	§2,500	6
In Full Bloom Centerpiece	§80	4
Heavy Dutiest Pot Rack	§205	2
VIP Bucket	§245	5
Professional Ceiling-Mounted Pot Rack	§290	2
Ceiling Pot Rack, Oval	§400	4
Captain Rodrigo De Pablo Cask	§570	2
Stolen ATM	§760	5
The Where Should I Go? Ball	§1,720	8

Clutter



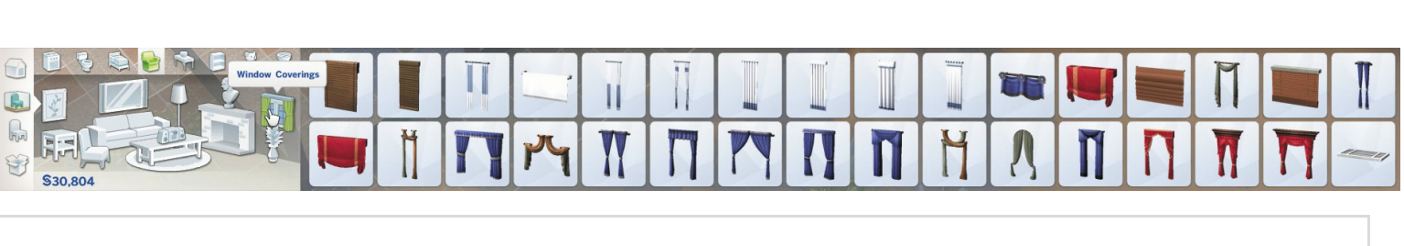
Object	Price	Environment
Softy Brand Tissues	§25	1
Pear Essentials Framed Watercolor	§35	1
Happy Teeth Tooth Brush Set	§35	1
Apple of Your Eye Framed Watercolor	§40	1
Just for Me Bath Basket	§40	1
Mega Couple of Books	§45	1
A Gathering of Garden Stones	§45	1
Cluttered Mind Box Set	§45	1
Body Care Essentials	§50	1
Pile of Laundry	§50	1
Men's Body Care Essentials	§55	1
Florist's Dream Starter Kit	§55	1
Ceramic Soap Dispenser	§55	1
Vintage Books	§60	1
Pencil Holder	§65	1
On Phantom Wing Framed Art	§70	1
Countertop Kitchen Utensils	§75	1
Pile of Sports Equipment	§75	1
Pritchel Coat Rack	§85	1
Lucky Man Folded Laundry	§95	1
Caress Pitcher	§100	1
Pretty as a Pitcher	§100	1
Ceramic Cookie Jar	§100	1
Caress Scented Candles	§110	1
Scholarly Stack	§120	1
Men's Shoe Rack	§120	1
Woman's Shoe Rack	§120	1
The Definitive	§125	1
Florist's Dream Gardening Tools	§125	1
Ladies' Perfume	§140	1
Always Polished Nail Polish	§165	1
The Don't Break Your Backpack	§170	1
The Fairest Trade Crate Display	§175	1
School Binders and Bookend	§180	1
Men's Cologne	§200	1
"Tray" Chic Perfume Set	§225	1
Florist's Dream Antiqued Essentials	§260	2
Pro-Quality Knife Block Set	§290	1
Spice of Life Spice Rack	§545	2
VIP Bucket	§245	
Stack of CD's	§570	
Antique Tomes	§620	
Painting Canvas Storage Rack	§640	
Nom de Plume Quill Pen	§810	
Stack of Canvases	§3,000	

Paintings & Posters



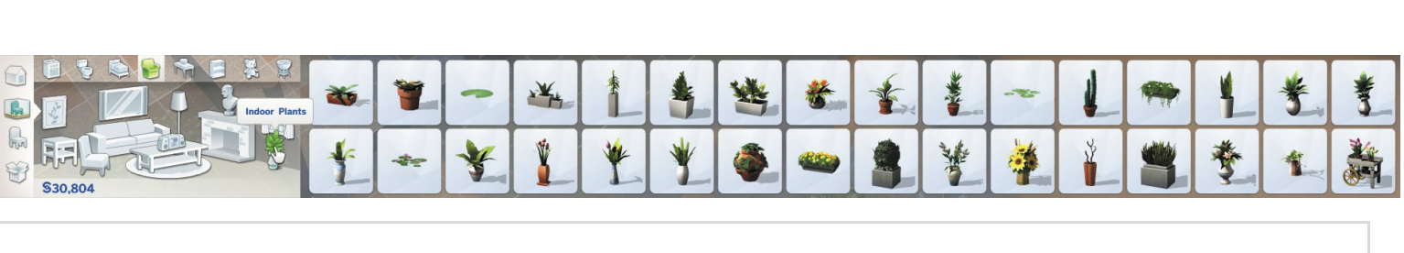
Object	Price	Environment
Winsome Growth Chart	§20	1
Baby Dino Nursery Art	§30	1
"Working for Peanuts" Wall Painting	§30	1
Baby Bug Nursery Art	§30	1
Baby Bunny Nursery Art	§30	1
Heavenly Wall Decal	§30	
Fluffy Clouds Stencil	§35	
Better Than Bunny Decal	§45	
Lemon Branch Contemporary Watercolor	§50	1
Rorschach Bunnies	§50	
Raising a Reader Kid's Poster	§55	1
Teen Idol Poster	§60	1
Henry Puffer Poster	§60	1
"Just Justin" Fan Poster	§60	1
Delightful Dino Stencil	§60	
Kick It, Sally Soccer Poster	§65	1
Unidentified Creature Stencil	§65	
Read-asaurus Rex Kid's poster	§65	1
Dramatic Cooking Poster	§65	1
The Illustrated Sports Poster	§65	1
Slightly Damp Poster	§65	1
Chic Shoe Fashion Poster	§65	1
#1 Mom Wall Decal	§80	
The Primrose Path	§200	1
Fruit on Fruit Watercolor Set	§225	1
Gravity & Light Contemporary Watercolor	§225	1
Rock My Universe Pinup Girl	§245	2
Birds of a Feather Print Set	§225	2
My House Kid's Painting	§265	2
Spuds in Space Potato Print	§275	2
On Phantom Wing Wall Art	§285	2
Ode to Jazz 1: "Golden"	§290	2
Eyes for Nature Paiting	§305	2
Superasymmetry	§315	2
Treebra Series 4, Print 337	§325	2
Treebra Series 4, Print 337	§325	2
Ceci N'est Pas Une Poire	§375	2
Roman Temple Architectural Study	§375	2
Roman Temple Architectural Study	§375	2
Coq au Peinture	§395	2
Floral Revelation	§395	2
The Intrepid	§415	2
Alpine Peace	§415	2
The Recondite	§435	2
Snow Falling on Cinders Abstract Art	§435	2
Snow Falling on Cinders Abstract Art	§435	2
Mega Art	§455	2
The Pianist	§457	2
Saxophone in Silhouette	§495	2
Ode to Jazz 3: "Sea Bass"	§610	3
Ode to Jazz 4: "Feeling Blue"	§640	3
Mystery Poser Antique Portrait	§640	3
Ode to Jazz 2: "Goldentips"	§670	3
Ode to Jazz 5: "Ivory"	§700	3
Etude in Blue	§730	4
The Amour-propre	§760	4
Ode to Jazz 6: "Ghost Quartet"	§940	4
Blues for the Blues Wall Painting	§985	4
Martian Memories Landscape #1	§985	4
Martian Memories Landscape #2	§985	4
Martian Memories Landscape #3	§985	4
No. 46 Landscape	§1,030	4
Art in a Box	§1,075	4
Ode to Jazz Triptych Trio	§1,120	4
Tenor Mood	§1,120	1
Cool Serenade	§1,120	1
Jazz Cats: Whiskers of a Forgotten Past	§1,455	5
Antiqued Patent Posters	§1,455	5
Ode to Jazz Wall Painting 2: "Goldentips" in Gold	§1,530	5
Viva La Landscape	§2,195	7
History of the World, Print 3	§2,415	7
"Blooming Beauty" Wall Painting	§3,370	8
Portrait of a Marriage	§4,000	9
Land-Coral Garden	§7,500	10
Viva More of a La Landscape	§8,000	10
Hot & Cold Tech Spec Poster	180	
Still Life with Apple and Pitcher and Books and Bottles and Flowers	§395	
Study of the Human Form	§575	
I Otter Be a Star Pop Art	§1,030	
"Revanne" Poster	§2,195	
Light of My Life Painting	§2,635	
Light of My Life Painting	§2,635	
Light of My Life Painting	§2,635	

Window Coverings



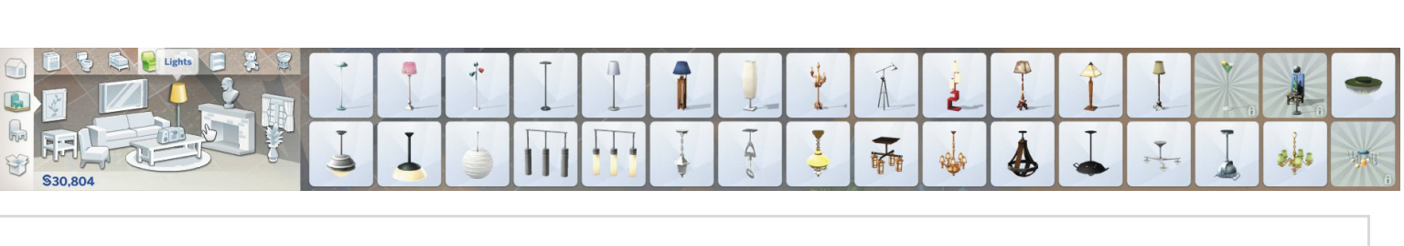
Object	Price	Environment
Bamboozle Blinds	§50	
Blinds de Nuit	§55	
Flaunting Flounces Panels	§60	
Simplicity Shade	§65	
Minimalist Drapes	§70	
Illusion Shades	§75	
Dorm Life Panel	§80	
Nouveau Riche Blinds	§80	
Veil of Mystery	§85	
Eco-Friendly Panel	§85	
Chartres Valance	§85	
Puppet Theater Curtain	§90	
Cabin Slats	§90	
Royal Wedding Swag	§95	
Cabin Blinds	§95	
Caress Curtains (Slender)	§100	
Garbo Hanging	§105	
Indecision Valances	§110	
Grand Window Hangings	§115	
H.S. Trionic Draperies	§115	
Slimline Curtains	§120	
Understated Elegance Curtains	§125	
Caress Curtains (Bountiful)	§130	
Caress Curtains (Full)	§135	
Patrician Curtains	§155	
Indecision Swags	§165	
Droopy Drapes	§175	2
Peekaboo Curtains	§210	2
Just-So Curtains	§285	2
Victorian Indulgence Curtains	§345	3
Victorian Over-Indulgence Curtains	§405	4
UV Catcher Wooden Awning	§75	
Dandy Strip Awning	§145	
Made in the Shade Tiles Awning	§415	

Indoor Plants



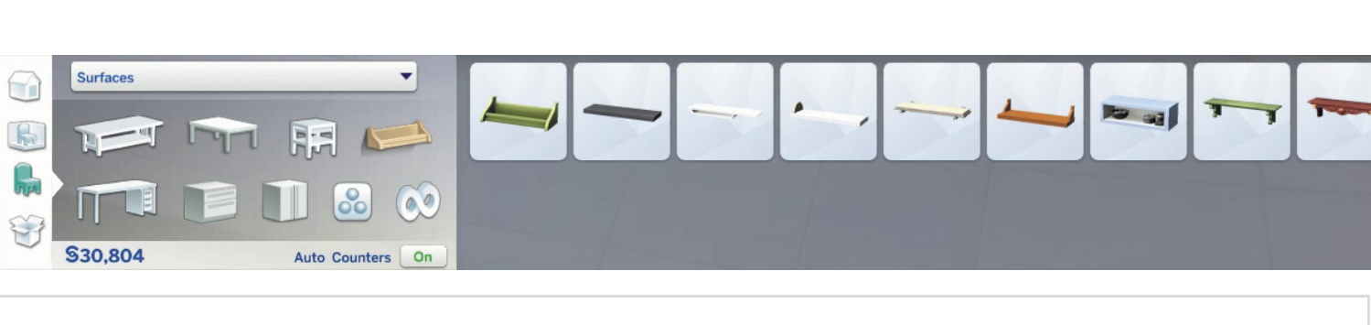
Object	Price	Environment
Mega Houseplant Pot	§20	
Mega Flower Pot	§25	
Large Lily Pad	§25	
The Manifest	§30	
The Authority	§40	
Carefree Succulent	§45	
Tabletop Potted Plant	§50	
Feng Shui Planter	§55	
Mega Fern	§60	
Terra Cotta Potted Plant	§60	
A Smattering of Lily Pads	§65	1
Potted Youch	§70	2
Windowbox of Superiority	§75	
Snake Plant	§75	
Leafy Greens	§80	
High Hopes Potted Plant	§85	
Grande Vase	§100	
Water Lilies in Bloom	§100	1
Frank the Friendly Ficus	§105	
Mega Table Vase	§110	
Little Buddy Bud Vase	§115	
Fine Feathered Fern	§120	
Teeny Planter	§120	
Neighborly Windowbox	§140	
Regal Planter	§140	
Orchid You Not Pot	§150	
Bucket o' Sunshine	§160	
Mega Vase	§180	
Statement Planter	§200	
Lovely Lily Pot	§225	
Florist's Dream Potted Lily	§240	1
Caress Wheel Barrench	§275	2
Potted Palm	§209	4
Princess Cordelia Corset Vase	§330	2
Florist's Dream Watering Can	§375	2
Starblossoms	§410	
Crabtree Planter Pot	§495	2
Sumptuous Floral Fantasy Arrangement	§600	
Domec Floral Floor Vase	§600	
Reclaimed Corbel Vase	§600	2
My Own Private Eden Patio Shrub	§750	
A Single Rose	§190	
Vase of Sunflowers	§235	
Minimalist Unplant	§520	

Lights

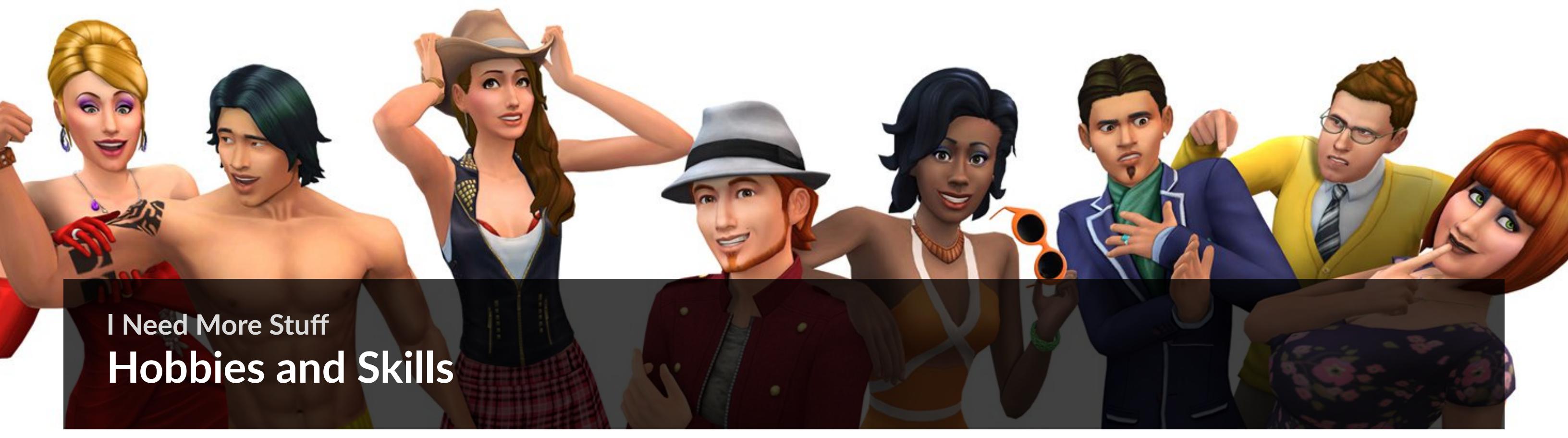


Object	Price
Dispersive Lamp	§40
Kid's Wall Light	§50
The Aeon	§55
Dollop o' Light	§60
Lightbox Wall Fixture	§60
Angling for Light Candle Sconce	§60
The Chimera	§65
Unforgiving Light Wall Sconce	§65
The Harmonic	§70
Beam Team Vanity Light	§75
Luniverse Outdoor Wall Sconce	§80
Naked Truth Fluorescent Light	§85
Glowstone Lamp	§90
Anemone Wall Sconce	§95
The Cutlass of Light	§95
Oceania Wall Torchiere	§100
Athena's Shield Wall Sconce	§105
Sea Glass Wall Sconce	§110
Beauty in a Box Mission Lighting	§110
Old Life Gas Lamp	§125
Me, Oh, Me, Oh, Me Vanity Lighting	§125
Cast Iron Flood Light	§130
Cup O' Light Wall Sconce	§135
Long John Buttercups Wall Sconce	§140
The Ignite	§170
Plank Perfection Wall Light	§180
The Quetzal	§190
The Cage Outdoor Lighting	§200
Ice Droplet Sconce	§215
Bunker Be Bright Wall Light	§215
Tunicate Wall Sconce	§225
Bartleby Outdoor Wall Sconce	§295
Picture Perfect Art Lighting	§100
Kid's Floor Light	§65
Sunbather Lamp	§70
A Lamp Named Claudine	§70
Lumpen Lamentait Pillar Lamp	§75
Lunatech Floor Lamp With Shade	§80
Portola Pillar Lamp	§80
You've Got the Light	§100
Two Thousand Ounces of Gold Under the Sea	§115
Totality Tripod Floor Lamp	§120
The Arcadia	§145
Long John Buttercups Floor Lamp	§180
Mega Floor Lamp	§180
Cornerstone Lamp	§225
Lemonade on a Sunny Day Torchiere	§370
Flegel Studio Floor Lamp	§445
Kid's Ceiling Light	§70
The Prestige	§75
Jett Pendant Lamp	§80
Snöboll Pendant Lamp	§85
The Serendipity	§90
The Serendipity	§95
Torcher Inc. Fiat Luxe Pendant Lantern	§110
Partyglass Lamp	§120
Pleasantly Pendant Chandelier	§130
Casa Morgan Mission-Style Lantern Chandelier	§130
Long John Buttercups Chandelier	§140
Reclamation Homeware Ceiling Lamp	§150
Strained Eye's Ceiling Light	§185
Normandic Light	§200
Scrivello Pendant Lamp	§225
Ring o' Light	§375
Astro Solar System Light	§70
Studio Equity Track Lighting Kit	§205
Kid's Table Light	§30
Happy Panda Table Lamp	§35
Kid's Soccer Ball Light	§45
3 Senses Oil Lamp	§45
Dodecagon Contemporary Lamp	§50
The Definitive	§65
Bright Idea Robot Lamp	§70
Return Desklight	§75
Angling for Light Mission Style Lamp	§80
Personal Spotlight Desk Lamp	§90
The Sovereign	§100
The Soothelight	§120
Royal Embrace Table Lamp	§125
In the Raw Industrial Table Lamp	§135
The Resplendent	§165
Jellyfish Bell Table Lamp	§175
Scalloped Table Lamp	§325
Mega Table Lamp	§245
Sea Star Table Lamp	§340
Long John Buttercups Table Lamp	§425
Nerves of Steel Desk Lamp	§115

Surfaces



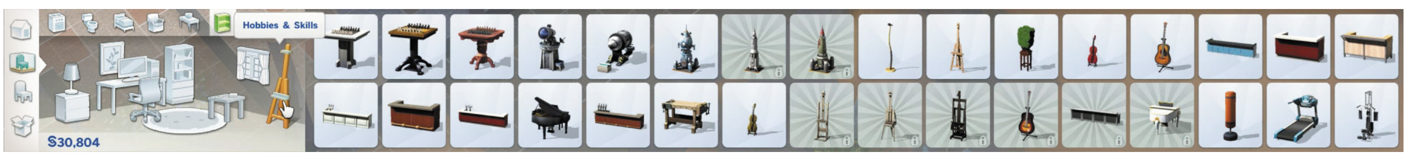
Object	Price
Kiddie Shelf	§40
The Immaculate	§45
The Jokoh Flats	§55
Capped Wall Plank	§70
Reclaimed Plank Shelf	§85
Mega Shelf	§105
Houndstopper Wallpiece	§135
Rustic Wall Shelf	§180
Underrated Underwater Shelf	§250



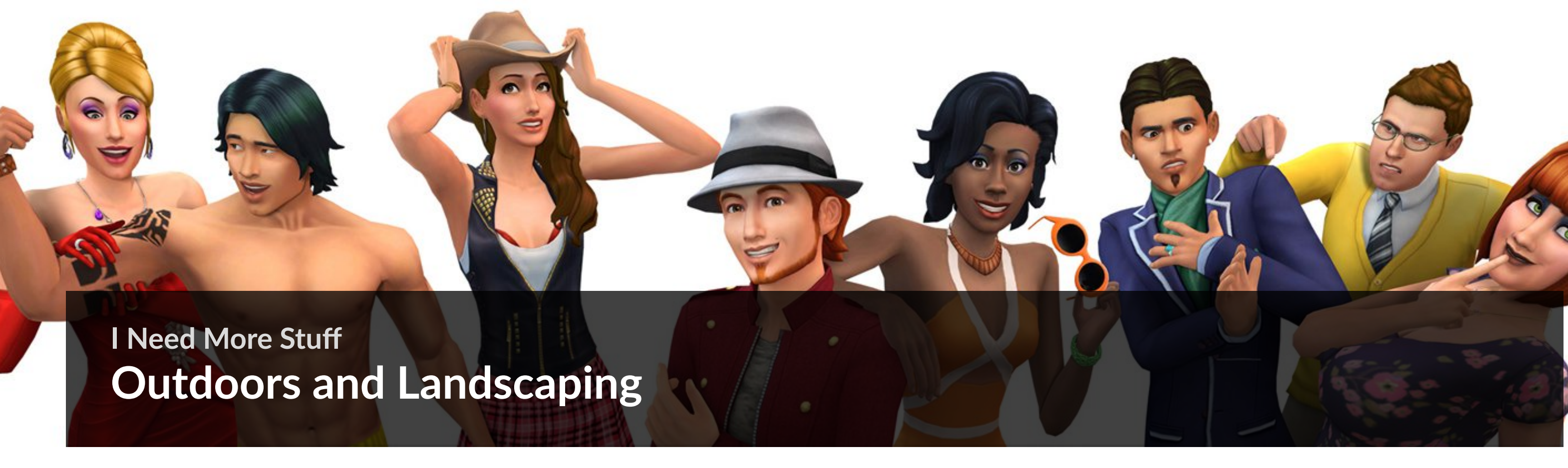
I Need More Stuff

Hobbies and Skills

Several objects are directly related to skills. By using these objects, your Sims can learn and develop skills. While some of these skills are related to careers, others are mainly hobbies. Plus, most of these objects are very fun to use. So be sure to buy some when you can afford them.

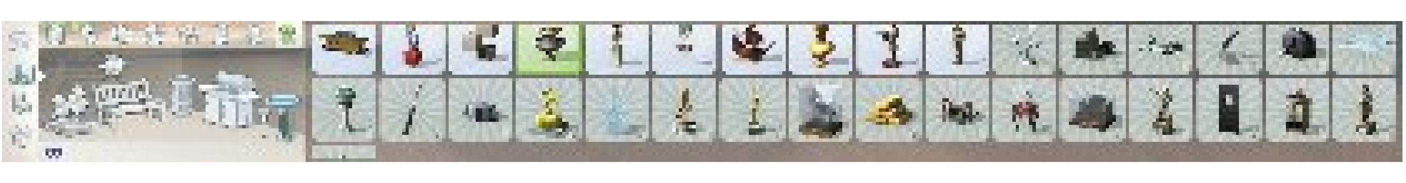


Object	Price	Environment	Fun	Logic	Fitness	Painting	Guitar	Violin	Piano	Handiness	Mixology
The Chessmaster	§450		5	+							
Chess Under the Stars Patio Table	§570		5	+							
Grand Plans Chess Table	§1,000	3	5	+							
Backyard Observatory	§1,500		2	+							
Life Under a Microscope	§1,630		2	+							
Steampunk Flyamajig	§5,000		9								
Apollo Rocketship	§8,750		10								
Retro Rockership	§10,000		10								
The Royal We Microphone	§250		4								
E.A.S.L Easel	§350		4								
Bonsai Tree	§425		2								
Stringvarius Violin	§425		3					+			
Pied Piper Acoustic Guitar	§600		3				+				
The Sloop	§700										+
The Money Maker	§800										+
VAULT Pro-Level Bar	§800										+
Indulgence	§940										+
Punto Banco Wraparound Home Bar	§1,105										+
Freezer Bunny Blues Guitar	§1,315	2	3				+				
The Long Island	§1,355										+
Tickle My Ivories Grand Piano	§1,415	3	3						+		
Bless Me Barrrrnacles Bar	§1,645										+
Woodworking Table	§1,800									+	
The Virtuoso Violin	§15,000	8	3					+			
Easy-Breezy Easel	§915					+					
Pre-Owned Painter's Easel	§1,690					+					
Deluxe All-Season Easel	§2,300					+					
Rock Legend Signed Guitar	§2,400		3								+
Bar Setters Bar	§3,000										
Classical Genius Antique Piano	§3,600		3								
Punching Bag	§160				+						
FitStep Treadmill	§900	2			+						
PowerFit Multitrainer Exercise Machine	§1,500	2			+						
BodyCrunch Pro Home Gym System	§2,280	2			+						
The Rack	§3,250	4			+						
Fisticuffs Punching Bag	§1,605				+						
Zero-G Training Bag	§3,800				+						



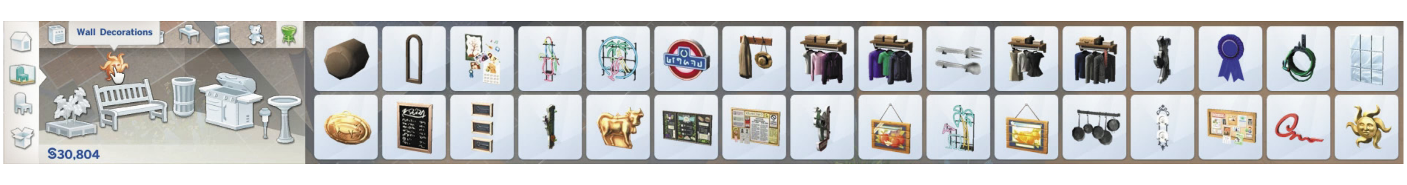
I Need More Stuff

Outdoors and Landscaping



In addition to decorating the inside of your home, you can also decorate the outside. Some of these objects are just for looks while others are useful and can help fulfil needs or develop skills. If you have Sims who love the outdoors, be sure to create a nice yard or outdoor area where they can do activities and relax while getting the positive moodlets for being outdoors.

Wall Decorations



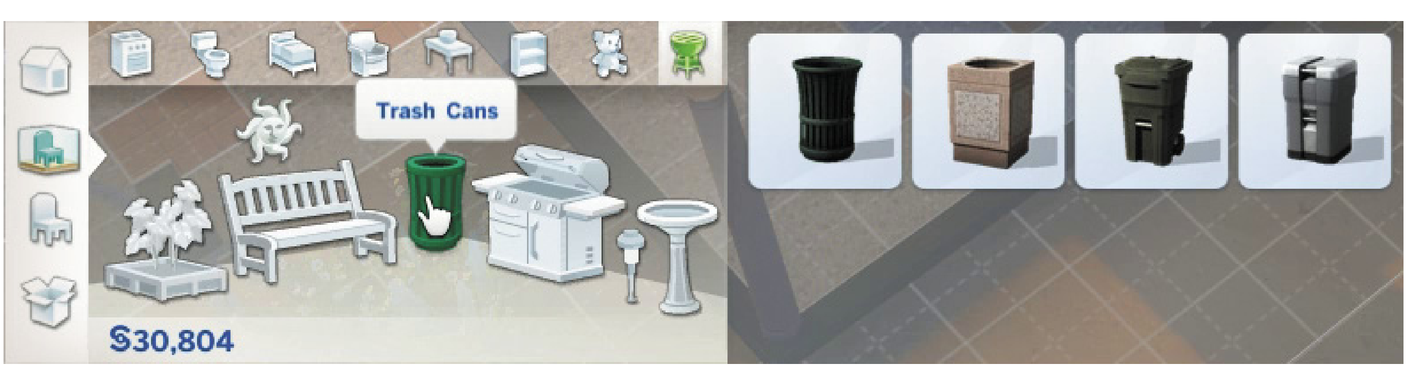
Object	Price	Environment
Mega Wall Hunk	§60	1
Mega Wall Hanging	§70	1
Pictures, Pictures on the Wall	§75	1
Neon Parrot Sign	§125	
Circular Neon Tiki Sign	§130	
Neon Circle Wall Sign	§145	
Row of Coat Hooks	§150	1
Wall-Mounted Coat Rack With Shelf	§160	1
Yet Another Wall-Mounted Coat Rack With Shelf	§160	1
RAW Oversized Fork and Spoon	§165	1
Another Wall-Mounted Coat Rack With Shelf	§175	1
Shelf Storage Unit with Hangers	§175	1
Jazzy Saxophone Wall Sign	§185	
Large Award Ribbon	§185	2
Wall-Mounted Garden Hose Reel	§185	1
Pinbacker Wall Art	§185	1
Pink Pig Copper Mold	§230	1
In Session Novelty Chalkboard	§230	1
Three Framed Skeleton Keys	§240	1
Copper Cow Mold	§250	1
Chalkboard Menu	§260	2
Large Cork Board	§270	2
Cactus Cantina Sign	§290	
Apple of Your Eye	§350	2
Neon Palm Tree Sign	§350	2
Orange Squeeze	§370	2
RAW Cookware Collection	§370	2
Wish in a Dish	§390	2
Curated Cork Board	§410	4
Postmodern Signature Sign	§450	
Sunny Days Wall Decor	§520	2
Goldora Dove Decor	§780	4
Coat of Arms With Shield and Swords	§1,150	4
Ordinary Things Shadowbox Display	§1,200	5
The Affirmation	§1,740	6
Polly Wants a Plate Tree	§2,100	7
Balloons and a Banner	§150	3
Tactical Map	§280	2
Positronic Pro Magnetic Knife Rack	§520	
An Open Book, Framed	§620	
Vinoteca Bottle Rack	§780	
Spy Satellite	§860	6

Outdoor Cooking

Outdoor Cooking
§30,804

Object	Price	Cooking
Carbonette Charcoal Grill	§659	+
GrillWise by GrillMania	§940	+
The Incendiator by GrillMania	§1,300	+

Trash Cans



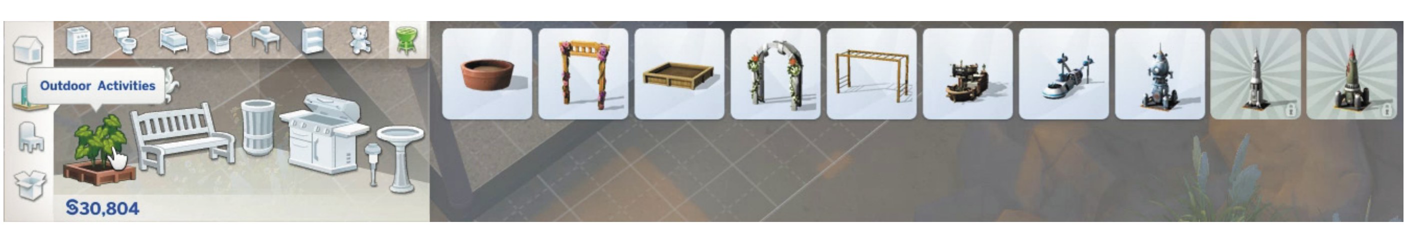
Object	Price
CanDent Slatted Outdoor Trash Receptacle	§155
CanOFlage Outdoor Trash Receptable	§175
Wheeled Trash Bin	§220
Adurable Plastic Trash Bin	§320

Outdoor Furniture

Outdoor Furniture
§30,804

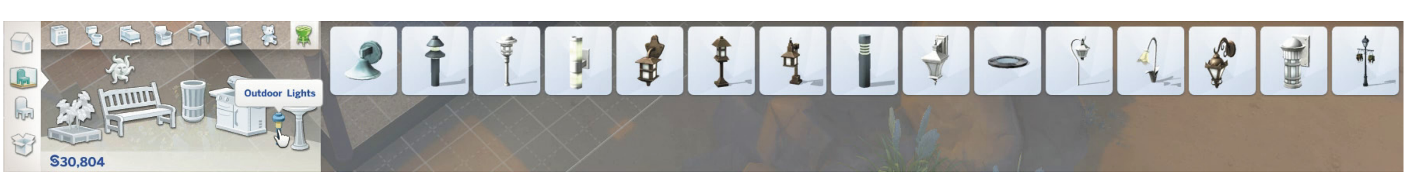
Object	Price	Comfort
Mallorca Teak Picnic Chair	§40	
Canary Outdoor Dining Chair	§45	
Hercynian Dining Chair	§70	
Brock Metal Dining Chair	§85	1
Balanjar Teak Two-Seater Bench	§145	
Must Be Loveseat	§150	
Parking It Patio Bench	§225	
Retrositter Bench	§265	
Love is in the Air Seat	§350	
Demesne Round Table Patio Table	§50	1
Magus Round Patio Table	§55	
Avaris Glass-topped Patio Table	§80	
Eco-Freak Teak Umbrella Table	§115	
Eco-Freak Teak Table	§200	
My Yard or Yours Umbrella Table	§210	
My Yard or Yours Bistro Table	§210	
Happy Camper Picnic Table	§225	
Garden Gander Bistro Table	§265	
Backyard Oasis Umbrella Table	§325	
Backyard Oasis Patio Table	§375	
Urbanity Concrete Picnic Table	§385	
My Yard or Yours Patio Table	§395	
Iron Oasis Dining Table	§525	

Outdoor Activities



Object	Price	Fun	Gardening
Garden Pot	§50		
Blushing Beauty Wedding Arch	§100		
Garden Planter Box	§200		
Daddy's Girl Formal Wedding Arch	§325		+
Look at Me Monkey Bars	§845	7	
Redbeard's Revenge Pirate Ship Jungle Gym	§3,000	8	
Starcruiser X Jungle Gym	§4,500	10	
Steampunk Flyamajig	§5,000	9	
Apollo Rocketship	§8,750	10	
Retro Rocketship	§10,000	10	

Outdoor Lights



Object	Price
Gastown Outdoor Wall Light	§40
The Animus	§45
MothBGone Outdoor Lamp	§50
Lloyd Outdoor Wall Sconce	§50
Mega Wall Lantern (Deluxe)	§55
Mega Garden Lamp (Upright)	§60
Mega Garden Lamp (Hanging)	§75
The Superlative	§85
Colonial Outdoor Wall Lamp	§90
Terrestrial Saucers	§95
Salem Outdoor Lamp	§120
Moonflower Outdoor Lamp	§155
Mega Wall Lantern (Basic)	§205
Warzau Outdoor Wall Lamp	§275
Georgina Outdoor Lamppost with Double Hanging Planter	§415

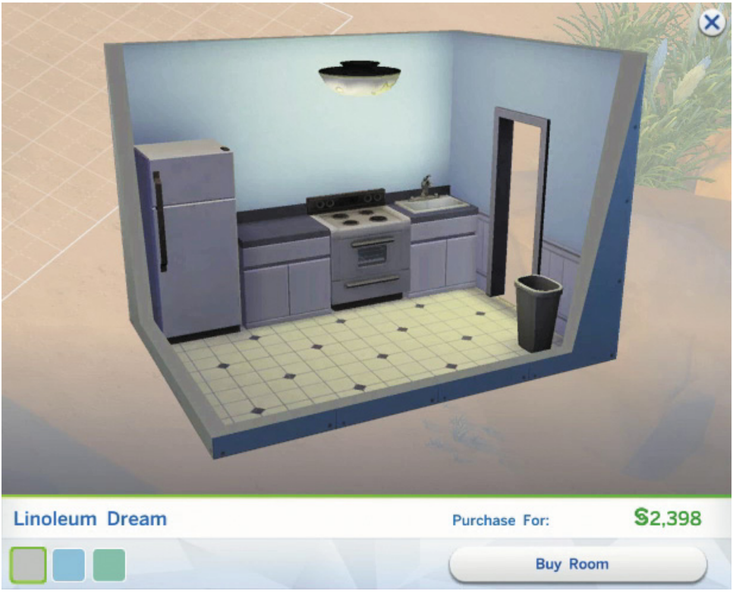
I Need More Stuff

Styled Rooms

Styled rooms are a great way to quickly build a house or create a house with some stylish decor. There are several styled rooms for each type of room. Plus each room comes in a choice of three different color schemes. You can also use just one or two styled rooms in your home or even add one after you move in. Plus, when you reach level 10 of your career branch, you unlock a unique styled room designed for that career. What a great reward for all your hard work.

Kitchens

Linoleum Dream

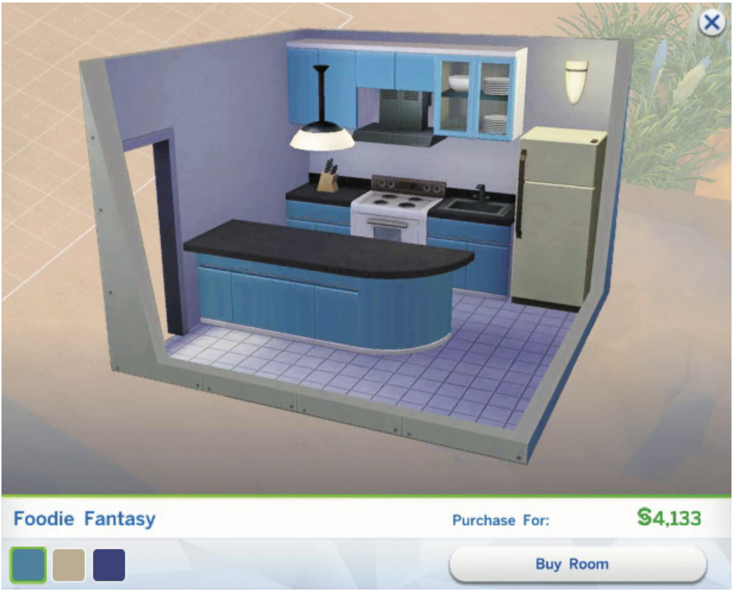


- **Cost:** §2,398

Items included:

- Crisponix Budget Dee-Lux refrigerator
- The YumCooker stove
- Pure Simplicity Sink
- BlandCo Contemporary Counter
- Generiq Plastic Wastebasket
- Best in Beige Accent Tile
- Narrow Post and Lintel Frame
- Above-Deck
- Kid’s Ceiling Light

Foodie Fantasy



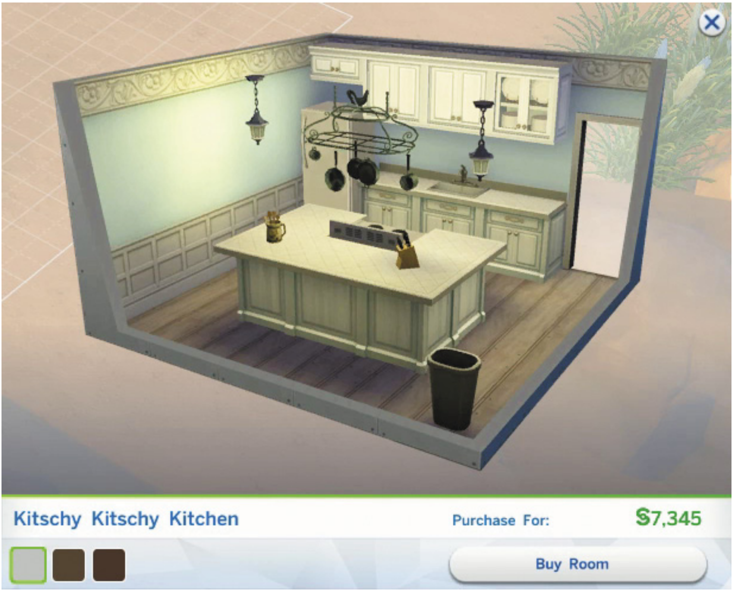
  - **Cost:** §4,133

Items included:

- Plaster Makes Perfect

- BlandCo Contemporary Cabinet
- Wall-mounted Modern Stove Hood
- Athena's Shield Wall Sconce
- The YumCooker stove
- Sensa Counter Sink
- Crisponix Budget Dee-Lux refrigerator
- BlandCo Contemporary Counter
- Pro-Quality Knife Block Set
- BlandCo Contemporary Counter Island
- Narrow Post and Lintel Frame
- Acceptable Floor Tile
- Jett Pendant Lamp

Kitschy Kitschy Kitchen

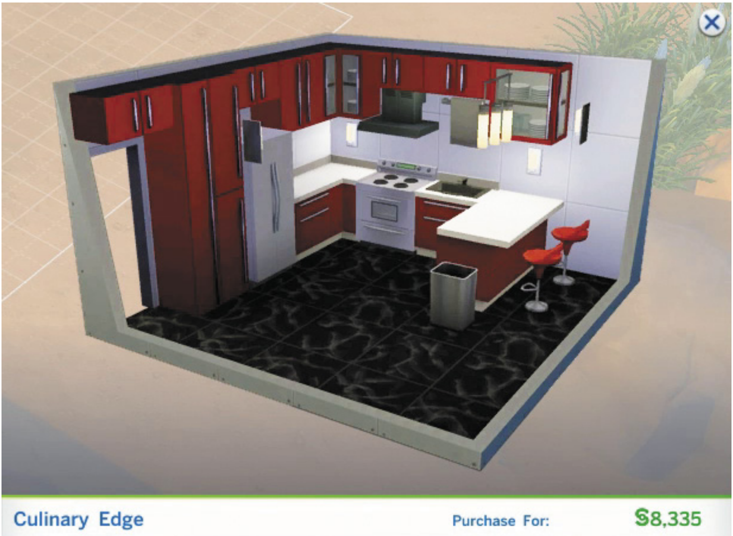


  - **Cost:** §7,345

Items included:

- Louis the Fourth
- Torcher Inc. Fiat Luxe Pendant Lantern
- S. Cargeaux Counter Cabinet
- Master Chef Pot Rack
- Crisponix Adequate
- S. Cargeaux Counter
- Pure Simplicity Sink
- Cooking-U Pro
- S. Cargeaux Counter Island
- Caress Pitcher
- Pro-Quality Knife Block Set
- Narrow Post and Lintel Frame
- Rustic Subfloor Slats
- Generiq Plastic Wastebasket

Culinary Edge

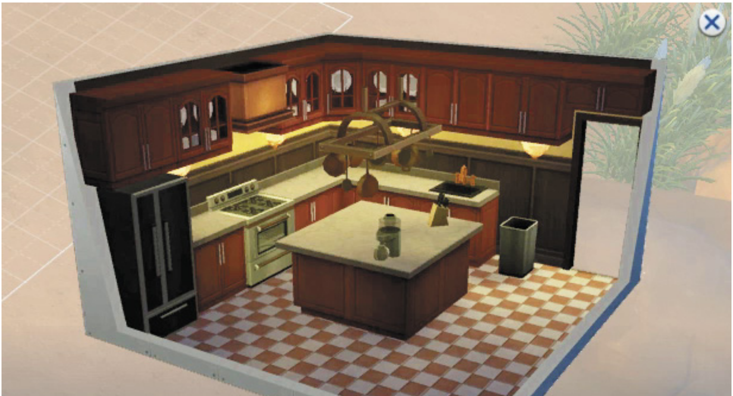


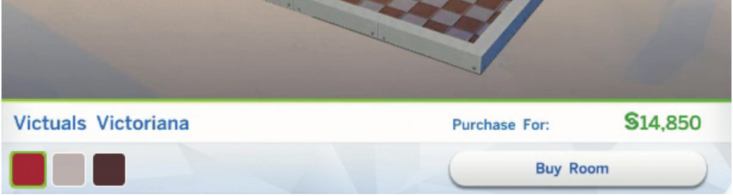
  - **Cost:** §8,335

Items included:

- Narrow Post and Lintel Frame
- The Harbinger Cabinet
- The Chimera
- Crisponix Splendid
- The Harbinger Counter
- Pretty in Plastic
- The Zenith
- Cooking-U Pro
- The Divine
- The Harbinger Island
- WasteNot Wastebasket
- Wall-mounted Modern Stove Hood
- The Serendipity
- The Celestial
- Klassy Large-Format Marble Tiles

Victuals Victoriana



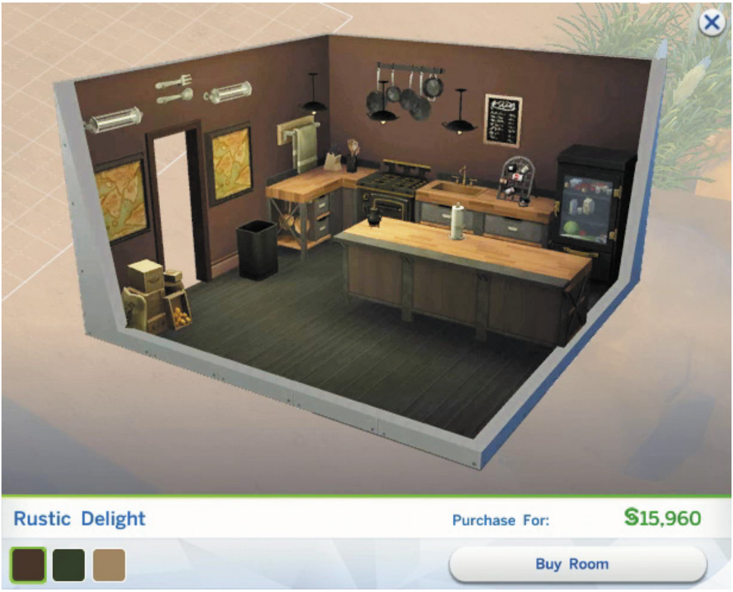


  - **Cost:** §14,850

Items included:

- Tall Order Vintage Cabinet
- Copperrrr and Otherrr Metal Stove Hood - Ceiling
- Country-Style Pot Rack
- Sea Glass Wall Sconce
- Deep Wood
- Crisponix Ultragreat w/ Deluxe Crisper
- London’s Choice
- Tall Order Vintage Counter Island
- Tea Magic Personal Brewer
- Pro-Quality Knife Block Set
- Acceptable Patterned Floor Tile
- Last Resort Sink
- WasteNot Wastebasket
- Narrow Post and Lintel Frame
- Tall Order Vintage Counter

Rustic Delight



  - **Cost:** §15,960

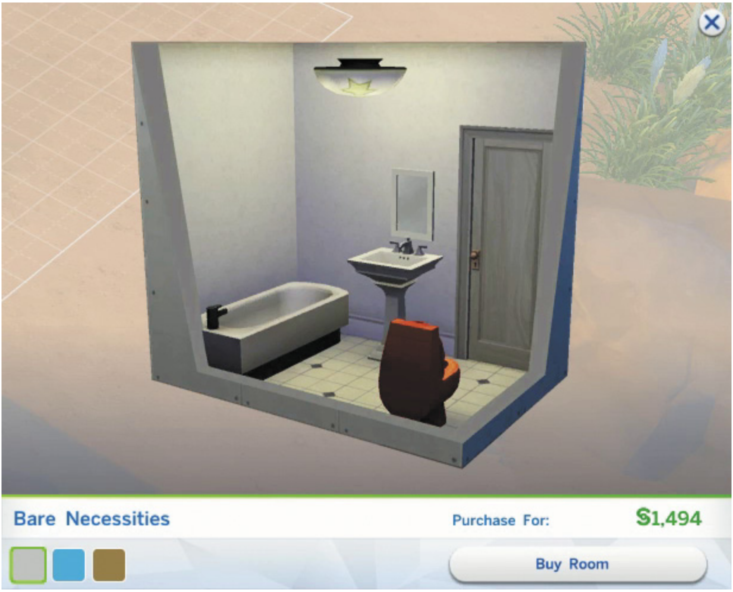
Items included:

- Desert Skies
- Naked Truth Fluorescent Light
- RAW Oversized Fork and Spoon
- History of the World, Print 3
- Narrow Post and Lintel Frame
- Terminus Reclaimed Pipe Towel Rack
- In Session Novelty Chalkboard
- RAW Cookware Collection
- IceBOX Vintage Refrigerator
- CONCEPT Coffee Mug Rack
- RAW Utensil Holder
- Pro-Quality Knife Block Set
- RAW Industrial Sink

- Auld Crow Wood-Burning Cookstove
- VAULT Modular Counter
- WasteNot Wastebasket
- The Fairest Trade Crate Display
- VAULT Modular Island
- RAW Antique Teapot
- Paper Towel Roll
- Limber Lumber Fashion Hardwoods

Bathrooms

Bare Necessities

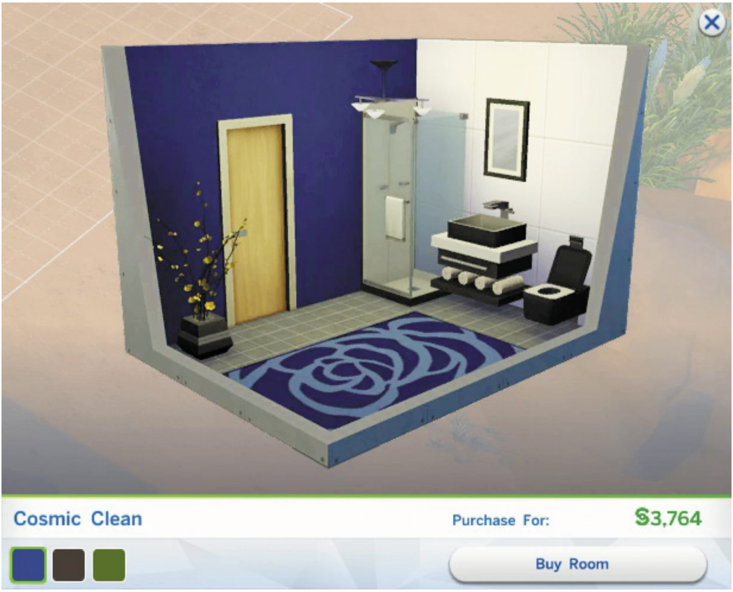


  - **Cost:** §1,494

Items included:

- Essence of Pastel
- Kid's Ceiling Light
- Great Wall Mirror
- Simple Single-Panel Door
- The Patrician
- My Secret Spa Tub
- The Ambassador
- Best in Beige Accent Tile

Cosmic Clean



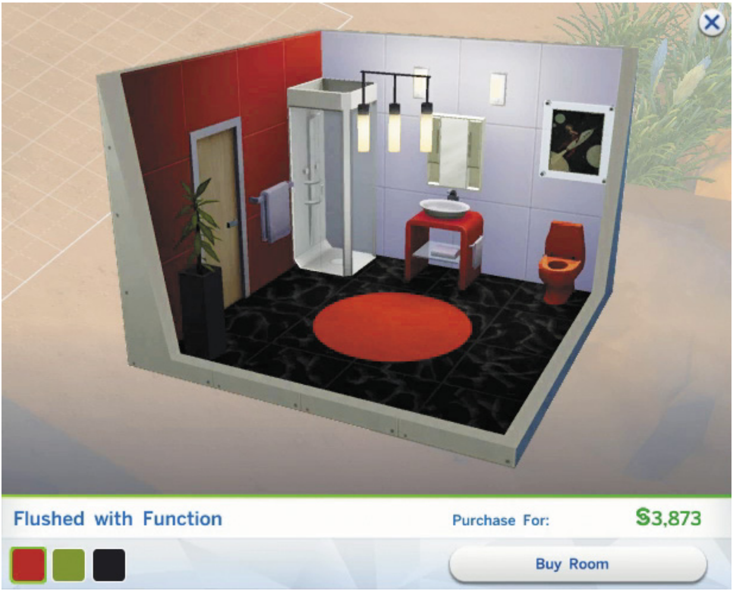
    - **Cost:** §3,764

Items included:

- Hand-Painted
- Plain Wooden Door
- Unicorn Dreamshower

- Normandic Light
- Garlic-Scented Mirror
- Pretty in Plastic
- Bureau Sink
- Atlantis Plumbtrap
- Acceptable Floor Tile
- Into the Rose
- Starblossoms

Flushed with Function



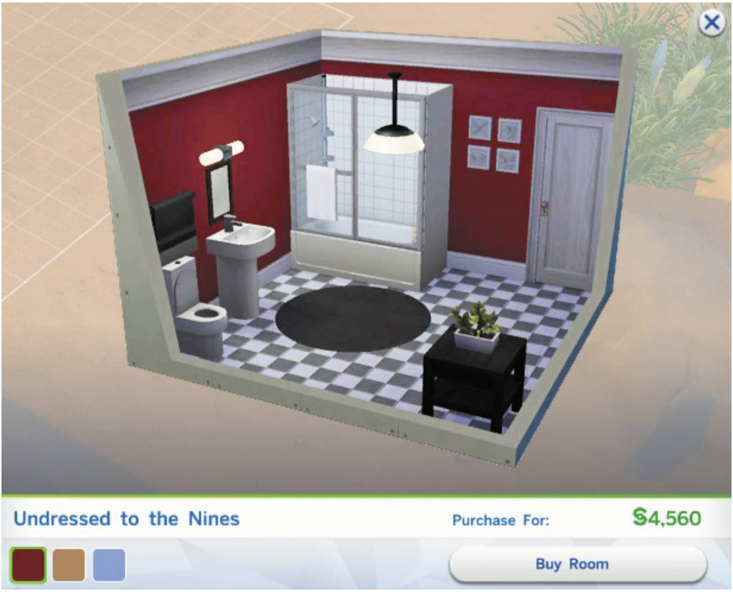
  - **Cost:** §3,873

Items included:

- Pretty in Plastic
- Plain Wooden Door

- The Zenith
- The Authority
- The Peregrine
- Klassy Large-Format Marble Tiles
- On the Spot
- The Amaranth
- The Source
- Rock My Universe Pinup Girl
- The Ambassador
- The Chimera
- The Serendipity

Undressed to the Nines

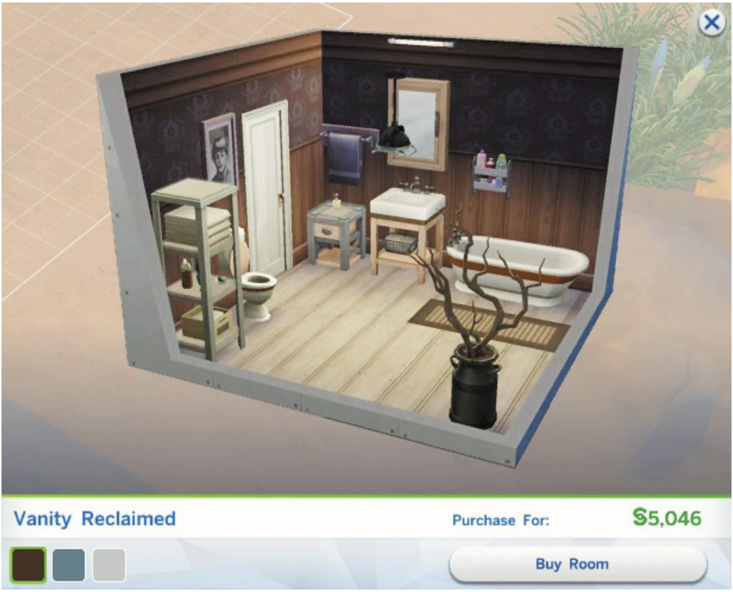


    - **Cost:** §4,560

Items included:

- I've Been Framed
- Beam Team Vanity Light
- Starq Towel Rack
- Modern Relief
- Brut Pedestal Sink
- Double Delight
- Birds of a Feather Print Set
- Simple Single-Panel Door
- Acceptable Patterned Floor Tile
- On the Spot
- Tabula Rasa End Table
- Tabletop Potted Plant
- Great Wall Mirror

Vanity Reclaimed



Vanity Reclaimed

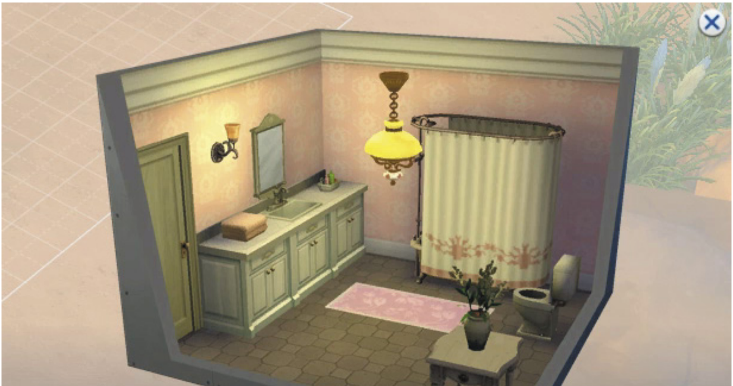
Purchase For: $5,046

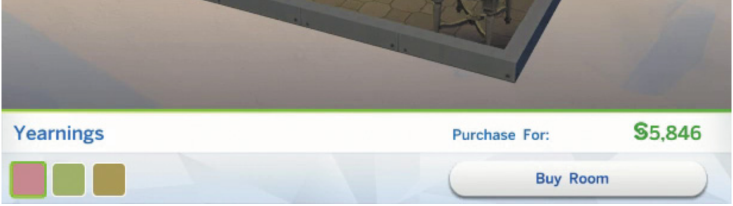
  - **Cost:** §5,046

Items included:

- Brocade Accents Paneled Wall
- Mystery Poser Antique Portrait
- Simple Single-Panel Door
- Terminus Reclaimed Pipe Towel Rack
- Pain to Pane Mirrored Medicine Cabinet
- BathBuddy Shower Caddy
- RAW Pedestal Sink
- Riveting End Table
- Ceramic Soap Dispenser
- Rub-a-Dub Tub
- RAW Toilet
- RAW Bathroom Shelf
- Super Sisal Eco Rugs (Small)
- Antique Metal Milk Jug With Branch
- The Cutlass of Light
- Scrivello Pendant Lamp
- Rustic Subfloor Slats

Yearnings



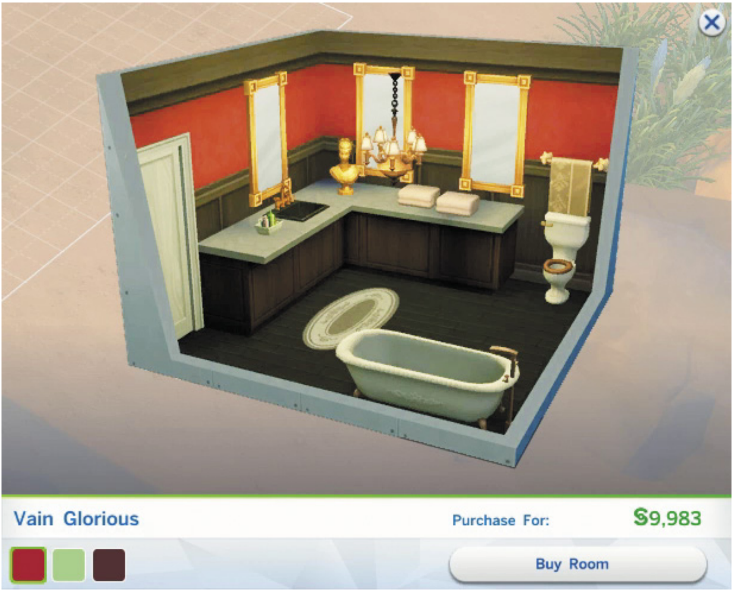


  - **Cost:** §5,846

Items included:

- Floral Fancy
- Pleasantly Pendant Chandelier
- Dollop o' Light
- Simple Single-Panel Door
- Wonderous Me Wall Mirror
- Hotel Folded Bath Towels
- Pure Simplicity Sink
- Just for Me Bath Basket
- S. Cargeaux Counter
- Under the Sea Clawfoot Tub with Shower
- Sweet Escapes Country Toilet
- Orchid You Not Pot
- Fingertip's Delight
- Caress Carpet
- A Fine Geometry Pavers

Vain Glorious



- **Cost:** §9,983

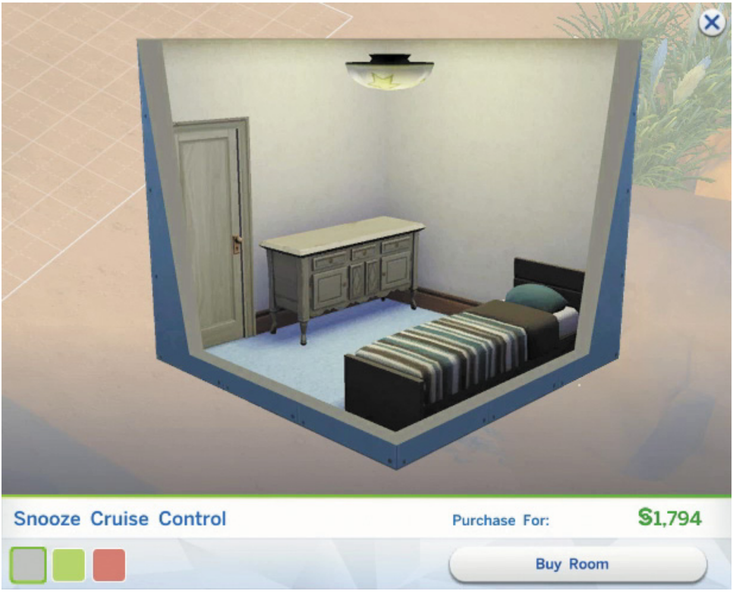
Items included:

- Deep Wood
- Imprisoned Vanity Mirror
- Simple Single-Panel Door
- Tall Order Vintage Counter Island
- Just for Me Bath Basket
- Last Resort Sink
- Princess Cordelia Royal Bust
- Hotel Folded Bath Towels
- Sea Star Bath Towel Holder
- Old Time Antique Toilet
- Safety Area Rug
- Princess Cordelia's Bathtub
- Walk the Short Plank Hardwood Floors

- Long John Buttercups Chandelier

Bedrooms

Snooze Cruise Control

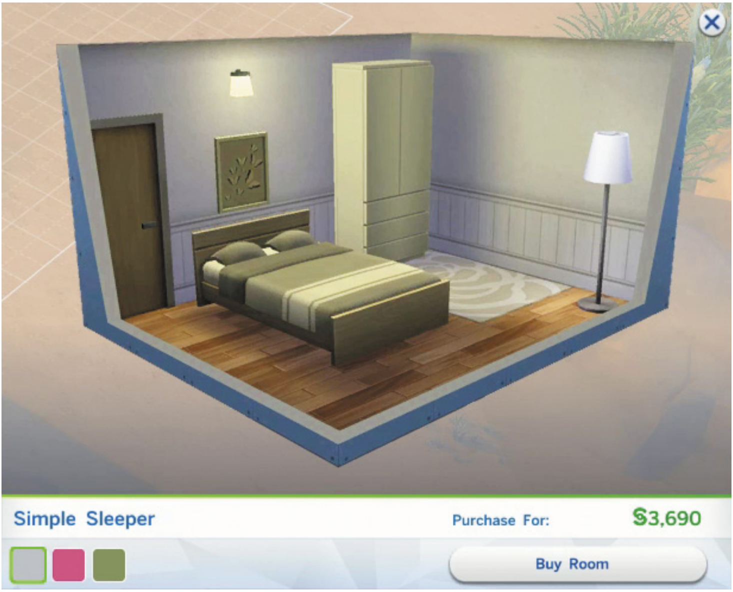


  - **Cost:** §1,794

Items included:

- Desert Skies
- Simple Single-Panel Door
- Kid’s Ceiling Light
- Enigma Dresser
- Mod Pod Twin Sleeper
- Plush Comfort Carpeting

Simple Sleeper

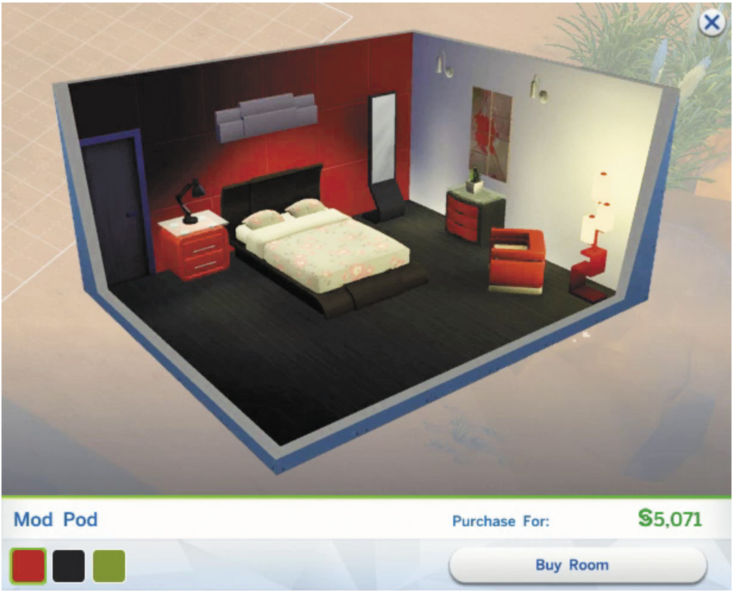


    - **Cost:** §3,690

Items included:

- Above-Deck
- Lightbox Wall Fixture
- On Phantom Wing Wall Art
- Plain Wooden Door
- Hvit Armoire
- Lunatech Floor Lamp With Shade
- Into the Rose
- Mod Pod Sleeper
- Glorious Grain Hardwoods

Mod Pod



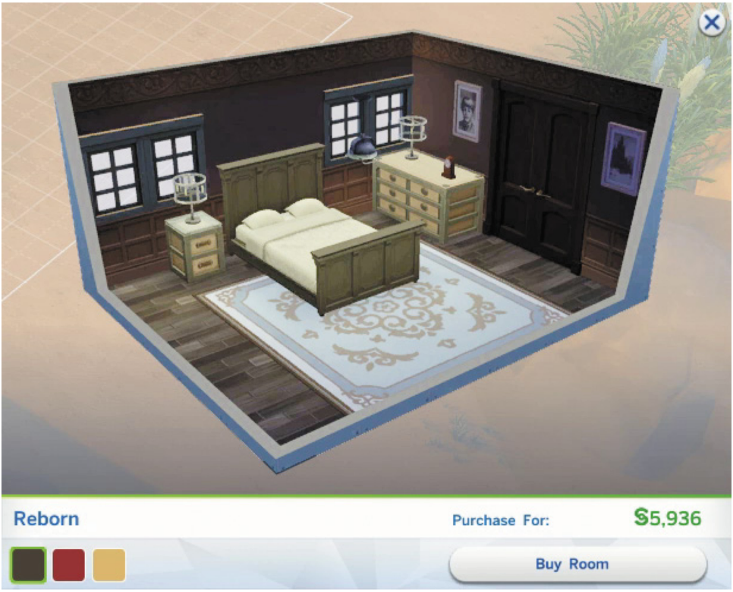
  - **Cost:** §5,071

Items included:

- Pretty in Plastic
- Pure Expressions
- The Quetzal
- The Obverse
- The Utopiate
- The Penultimate
- Personal Spotlight Desk Lamp
- Plain Wooden Door
- The Aeon
- The Recondite
- Carefree Succulent
- The Ultimate
- The Solidarity

- The Arcadia
- Limber Lumber Fashion Hardwoods

Reborn



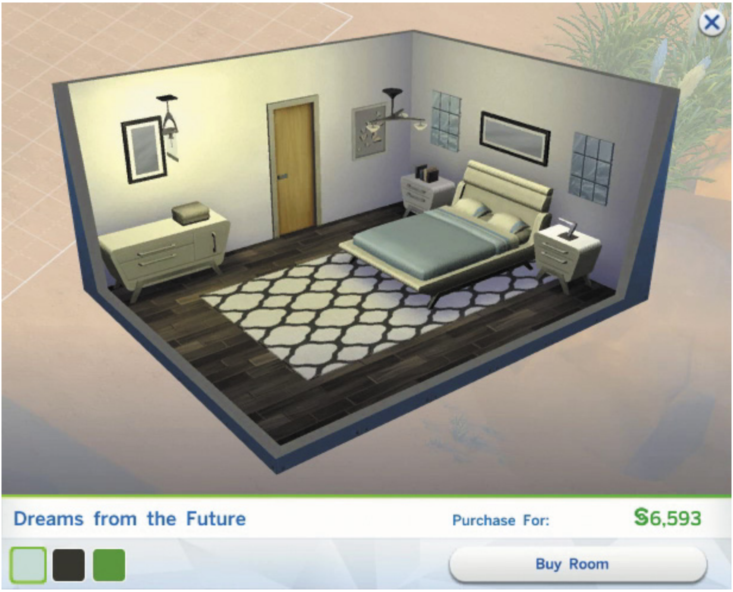
  - **Cost:** §5,936

Items included:

- Louis the Fourth
- Mega Window (Double Budget DeLite)
- Double Door with Curved Panels
- Mystery Poser Antique Portrait
- Alpine Peace
- Scrivello Pendant Lamp
- The Architrave
- In the Raw Industrial Table Lamp

- Tudor-Style Mantle Clock
- The Barnish Bed
- Embark Nightstand
- Snug Rug
- Glorious Grain Hardwoods

Dreams from the Future



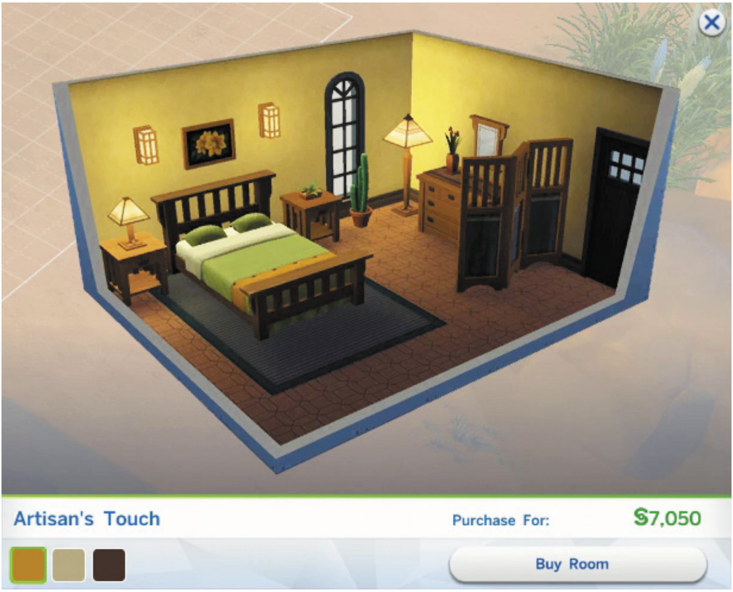
    - **Cost:** §6,593

Items included:

- Pure Expressions
- Garlic-Scented Mirror
- Partyglass Lamp
- Plain Wooden Door
- On Phantom Wing Wall Art
- Normandic Light

- Pinbacker Wall Art
- Vacuum-Safe Mirror
- Vintage Books
- Audrinite Occasional Table
- Return Desklight
- Discretion Double Bedsystem
- Hotel Folded Bath Towels
- Audrinite Dresser
- Lattice In Indoor-Outdoor Rug (Large)
- Glorious Grain Hardwoods

Artisan’s Touch

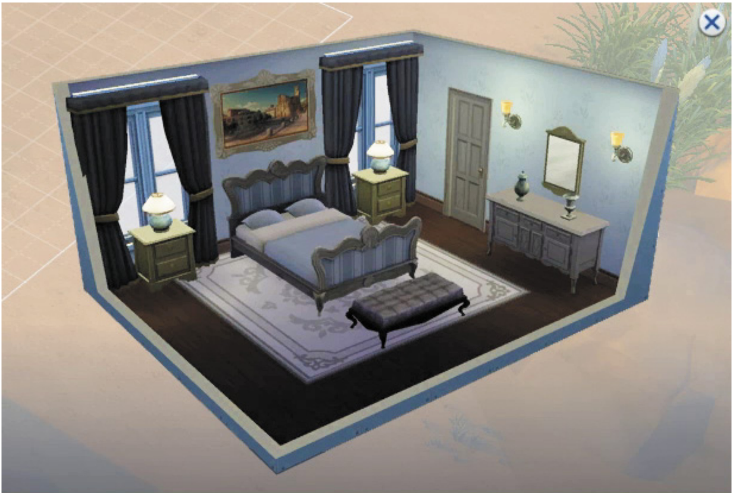


    - **Cost:** §7,050

Items included:

- Stucina
- Beauty in a Box Mission Lighting
- The Primrose Path
- Mega Window (Deluxe)
- Mission Not Accomplished Wall Mirror
- Mega Door (Budget DeLite)
- Basic Room Divider
- Mega Table Vase
- Ysabel Horizontal Dresser
- Mega Floor Lamp
- Potted Youch
- Mega Houseplant Pot
- Mission Style End Table
- SIngle Mission Double Bed
- Mega Table Lamp
- Super Sisal Eco Rugs (Medium)
- Numbers Game Tiles

Comfy Caress



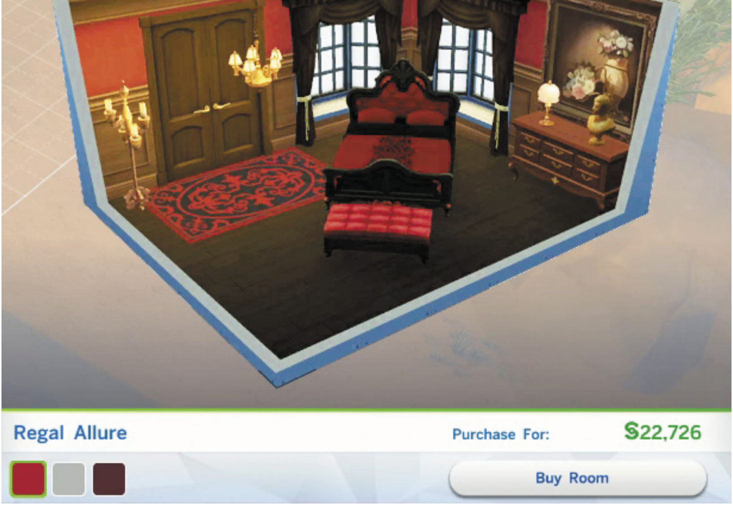
Comfy Caress
Purchase For:
§13,153
Buy Room

  - **Cost:** §13,153

Items included:

- The Lion in Fall
- Viva More of a La Landscape
- Caress Curtains (Full)
- Double Vision
- Geometric Six-Panel Door
- Dollop o’ Light
- Wonderous Me Wall Mirror
- Grandmother’s Urn
- Antique Urn
- Enigma Dresser
- Royal Embrace Table Lamp
- Weathered Wonder Night Table
- Soothing Sleeper Double Bed
- Snug Rug
- Intimate Ottoman
- Limber Lumber Fashion Hardwoods

Regal Allure



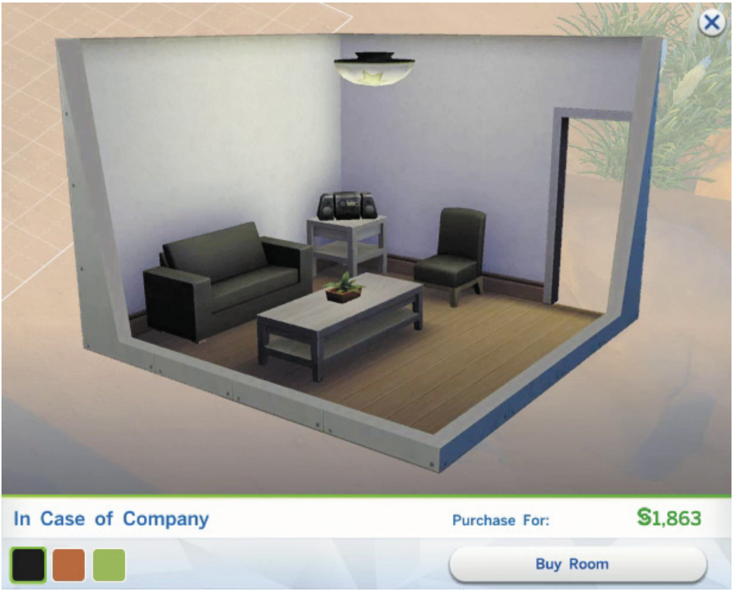
- **Cost:** §22,726

Items included:

- Fair & Square
- Double Door with Curved Panels
- Victorian Over-Indulgence Curtains
- Basic Bay Window
- “Blooming Beauty” Wall Painting
- Long John Buttercups Chandelier
- Two Thousand Ounces of Gold Under the Sea
- Jellyfish Bell Table Lamp
- Princess Cordelia Royal Bust
- Unmentionables Dresser
- Princess Cordelia’s Galleon Bed
- Captain Rodrigo De Pablo Ottoman
- Princess Cordelia Royal Rug
- Heartwood Plank Flooring

Living Rooms

In Case of Company

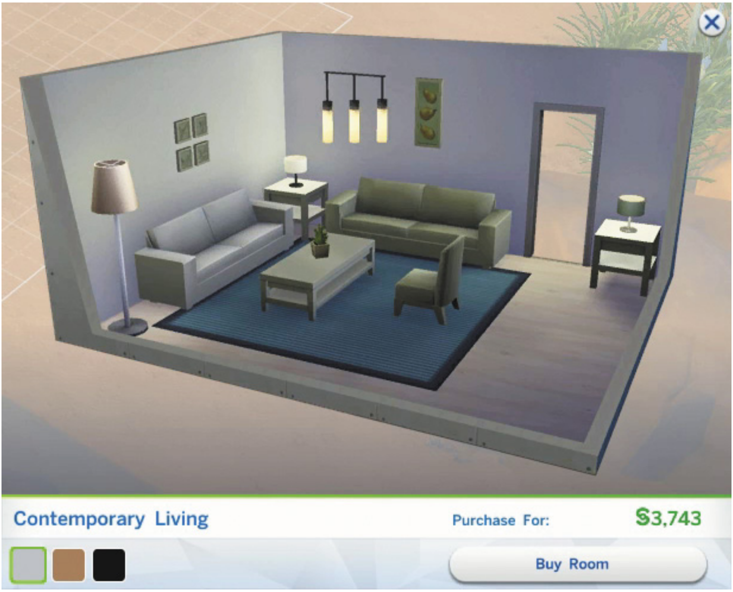


- **Cost:** §1,863

Items included:

- Desert Skies
- Kid’s Ceiling Light
- Narrow Post and Lintel Frame
- Tabula Rasa End Table
- Kaboom Box
- Squarely There Modern Loveseat
- Lap of Luxury Modern Chair
- Mega Houseplant Pot
- Tabula Rasa Coffee Table
- Limber Lumber Fashion Hardwoods

Contemporary Living



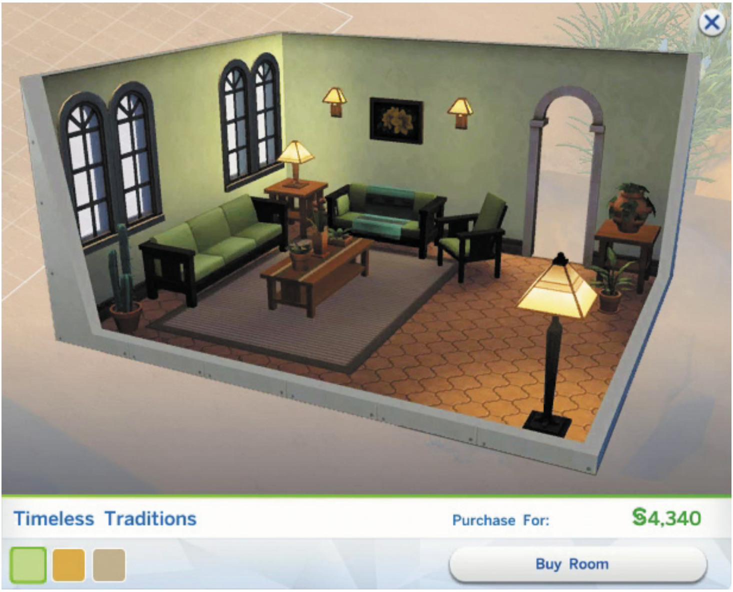
- **Cost:** §3,743

Items included:

- Pure Expressions
- Birds of a Feather Print Set
- Gravity & Light Contemporary Watercolor
- Narrow Post and Lintel Frame
- Dodecagon Contemporary Lamp
- The Serendipity
- Lunatech Floor Lamp With Shade
- Squarely There Modern Sofa
- Tabula Rasa End Table
- Carefree Succulent

- Tabula Rasa Coffee Table
- Lap of Luxury Modern Chair
- Super Sisal Eco Rugs (Square)
- Old World Wide Plank Flooring

Timeless Traditions



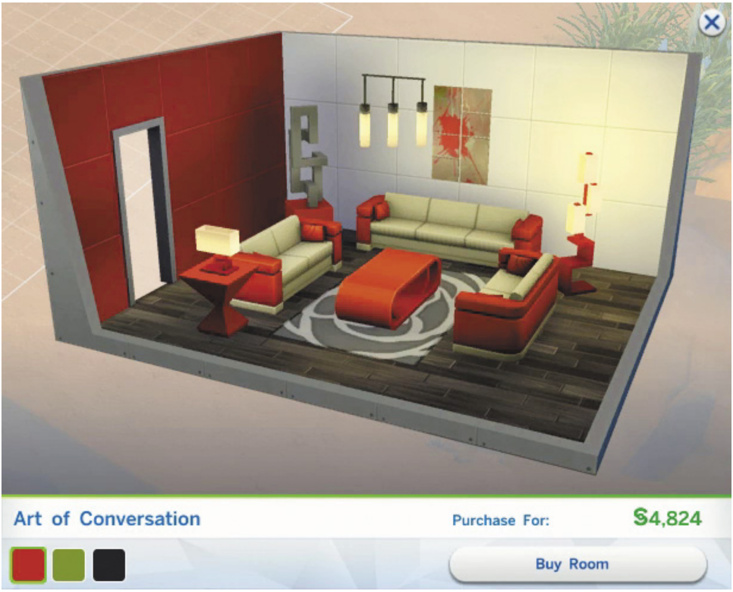
  - **Cost:** §4,340

Items included:

- Stucina
- Mega Window (Double DeLite)
- Angling for Light Candle Sconce
- The Primrose Path
- Narrow Mission-Style Arch
- Teeny Planter
- Mega Table Lamp

- Mega Floor Lamp
- Mega End Table
- Mega Living Chair
- Mega Loveseat
- Mega Sofa
- Potted Youch
- Mega Table Vase
- Mega Houseplant Pot
- Mega Flower Pot
- Mega Coffee Table
- Mega Fern
- Super Sisal Eco Rugs (Medium)
- Fancy Terracotta Tiles

Art of Conversation



Art of Conversation

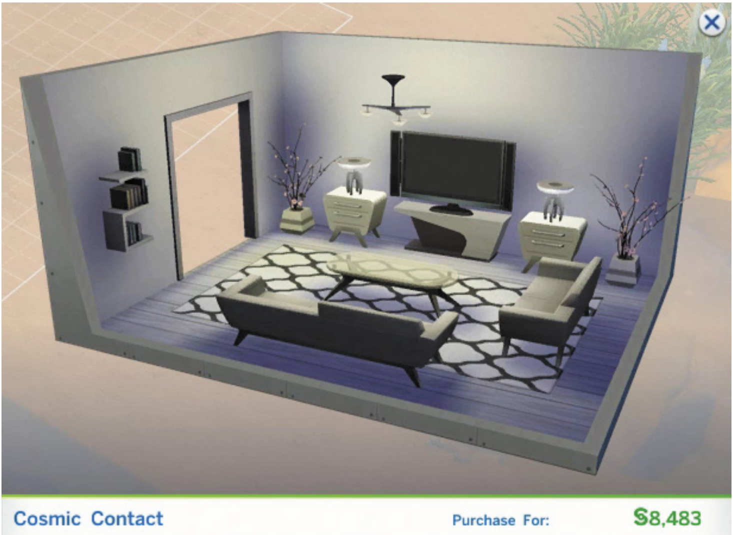
Purchase For: $4,824

  - **Cost:** §4,824

Items included:

- Pretty in Plastic
- Narrow Post and Lintel Frame
- The Recondite
- The Serendipity
- The Renascent
- The Illumination
- The Arcadia
- The Epiphany
- The Ascension
- Into the Rose
- The Resplendent
- The Vociferate
- Glorious Grain Hardwoods

Cosmic Contact

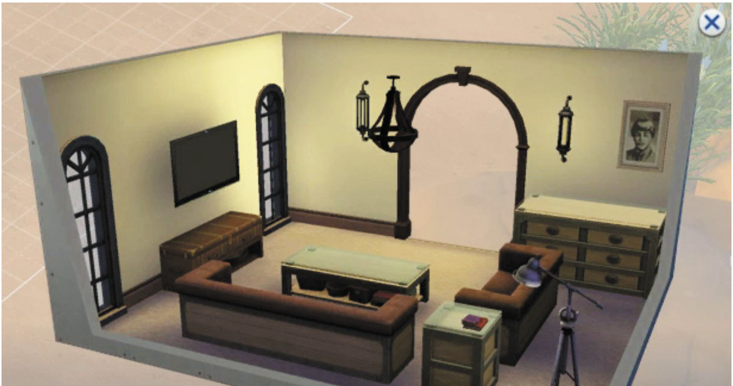


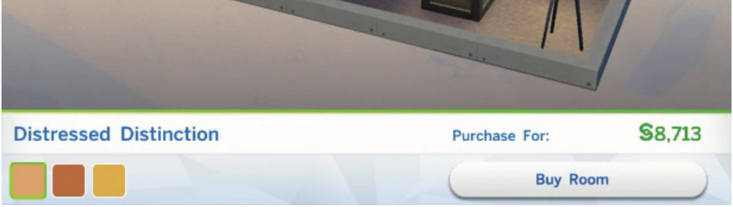
- **Cost:** §8,483

Items included:

- Pure Expressions
- Intellectual Illusion Wall-Mounted Bookshelves
- Wide Entry Frame
- Starblossoms
- Normandic Light
- Genius Flat-Screen Television
- The Sovereign
- Audrinite Occasional Table
- The Shoehorn
- Benner Coffeetable
- Size-Sensitive Sofa
- Size-Sensitive Loveseat
- Lattice In Indoor-Outdoor Rug (Large)
- Kwality Wide Plank Flooring

Distresed Distinction





Distressed Distinction

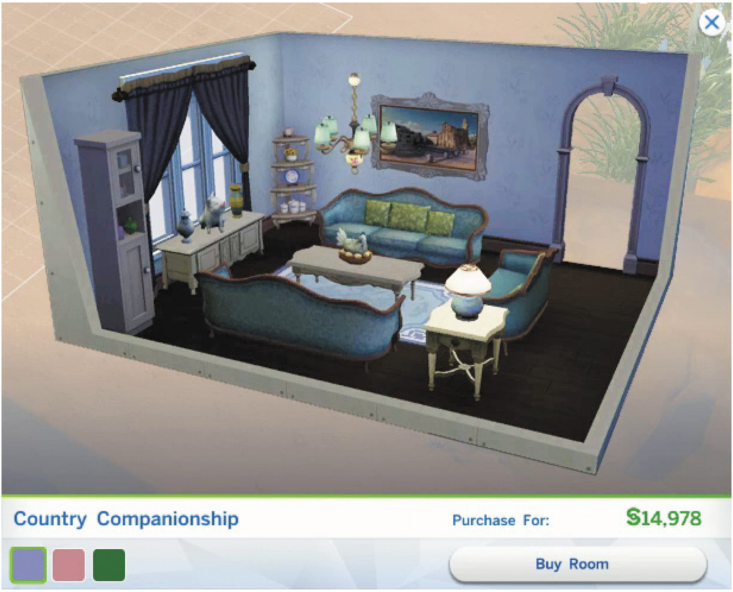
Purchase For: §8,713

- **Cost:** §8,713

Items included:

- Desert Skies
- Mega Window (Deluxe)
- InvisiView Flat-Screen HDTV
- Reclamation Homeware Ceiling Lamp
- The Cage Outdoor Lighting
- Arch with Keystone
- Mystery Poser Antique Portrait
- The Architrave
- Steamed TV Stand
- Unabashed Sofa
- Mega Couple of Books
- Embark Nightstand
- Form & Function Industrial Coffee Table
- Unabashed Loveseat
- Totality Tripod Floor Lamp
- Plush Comfort Carpeting

Country Companionship



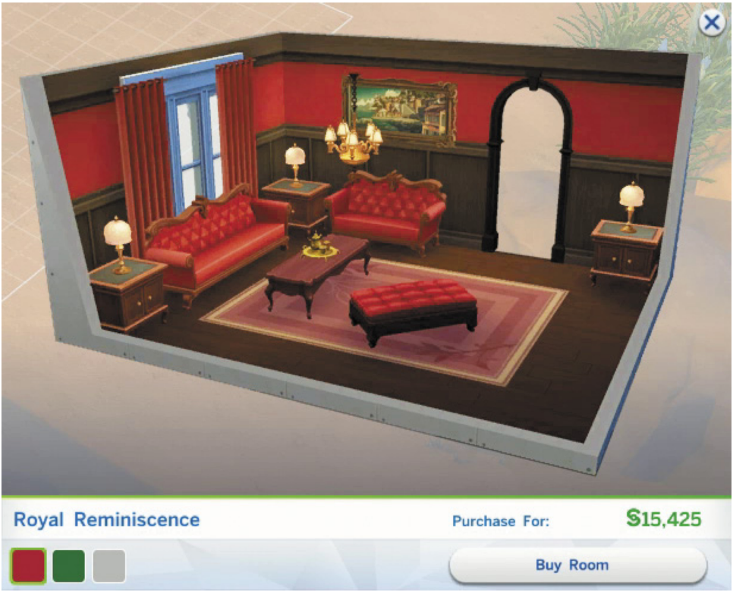
  - **Cost:** §14,978

Items included:

- The Lion in Fall
- Caress Curtains (Bountiful)
- Fenestral Maneuvers in the Dark
- Tall Bath Cabinet
- Caress Upon Caress
- Viva More of a La Landscape
- Prairie Post and Lintel Knockoff
- The Endurn
- Porkelain Pal
- Grandmother’s Urn
- Indulgence TV Stand
- Comfultimate Sofa
- Mother Hen

- Caress Coffee Table
- Cozofa
- Royal Embrace Table Lamp
- Fingertip's Delight
- Fleur-de-Lis Area Rug
- Heartwood Plank Flooring

Royal Reminiscence



  - **Cost:** §15,425

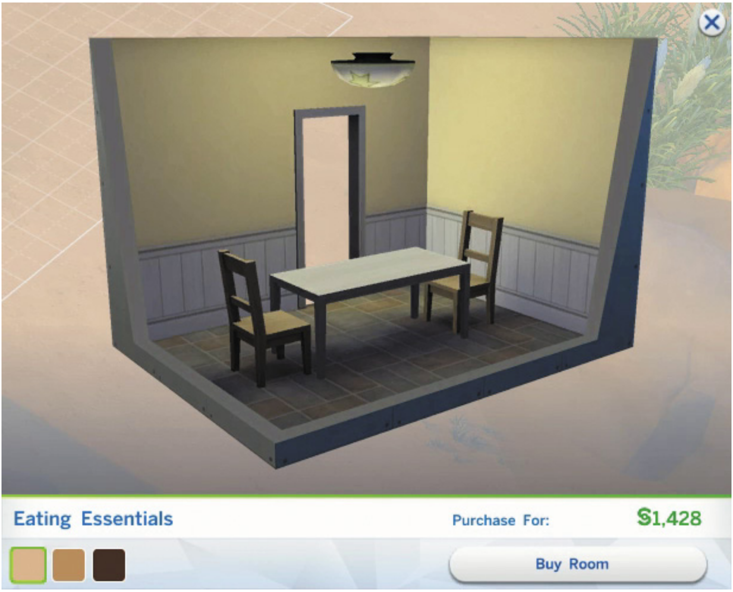
Items included:

- Deep Wood
- Dorm Life Panel
- Fenestral Maneuvers in the Dark
- Land-Coral Garden

- Prairie Post and Lintel Knockoff
- Long John Buttercups Chandelier
- Jellyfish Bell Table Lamp
- Refurbished Pirate Chest Table
- Ocean’s Current Loveseat
- Captain Rodrigo De Pablo Couch
- Royal Crabtree Tea Set
- Scalloped Edge Coffee Table
- Captain Rodrigo De Pablo Ottoman
- Nature Silhouettes
- Heartwood Plank Flooring

Dining Rooms

Eating Essentials

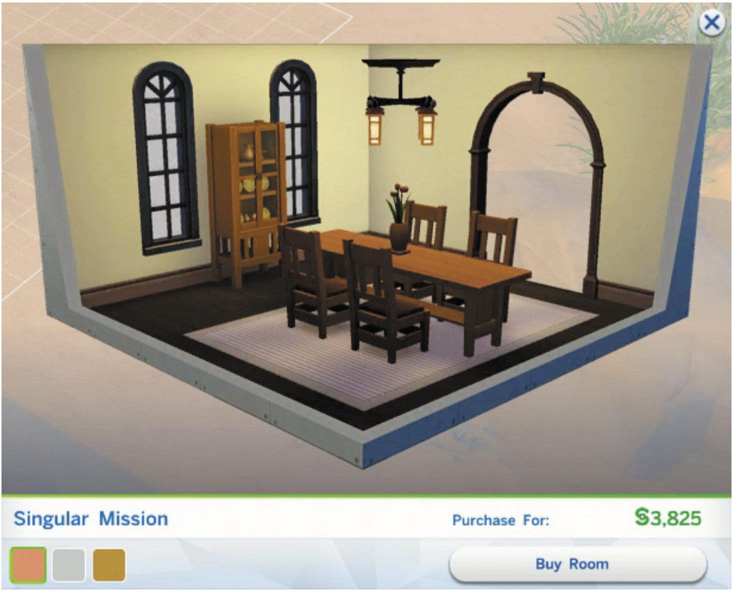


  - **Cost:** §1,428

Items included:

- Above-Deck
- Kid's Ceiling Light
- Narrow Post and Lintel Frame
- Sooner or Later Contemporary Dining Chair
- Simplicity Dining Table
- Antique Stone Tile

Singular Mission



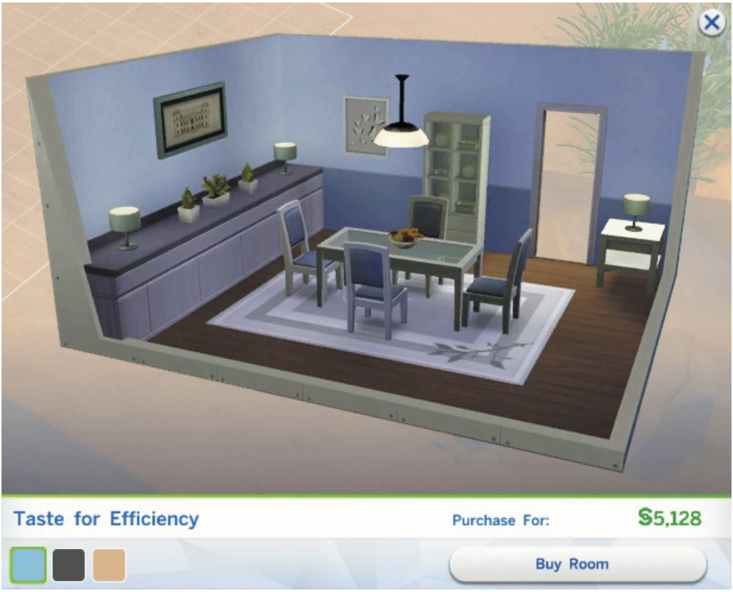
  - **Cost:** §3,825

Items included:

- Desert Skies
- Mega Window (Deluxe)

- Mega Hutch
- Casa Morgan Mission-Style Lantern Chandelier
- Arch with Keystone
- Mega Dining Chair
- Mega Table Vase
- Mega Mega Table
- Super Sisal Eco Rugs (Medium)
- Heartwood Plank Flooring

Taste of Efficiency



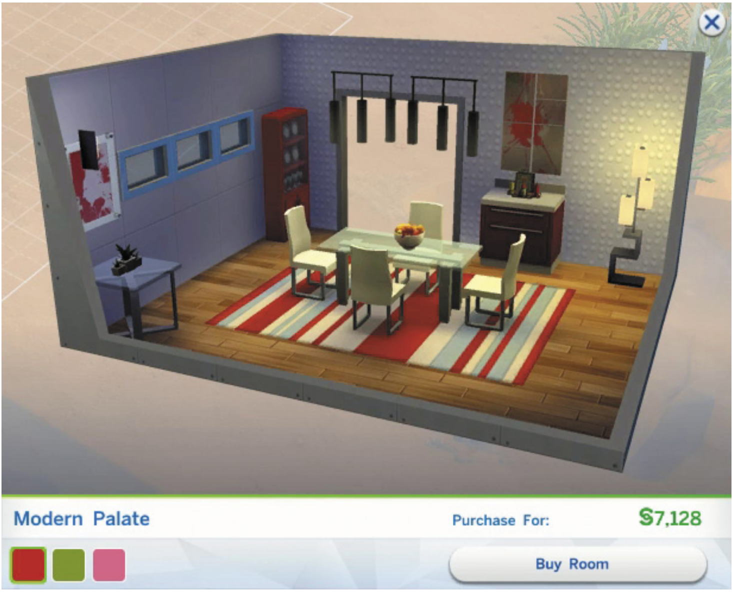
    - **Cost:** §5,128

Items included:

- Dulcet Duet
- Roman Temple Architectural Study

- On Phantom Wing Wall Art
- Jett Pendant Lamp
- Carina Dining Hutch
- Narrow Post and Lintel Frame
- Dodecagon Contemporary Lamp
- Tabula Rasa End Table
- BlandCo Contemporary Counter
- Carefree Succulent
- Tabletop Potted Plant
- Barely Cushy Tushy Chair
- Bowl of Fruit
- Grand Designs Dining Table
- Nature Silhouettes
- Handscraped Wood Flooring

Modern Palate

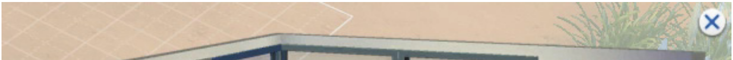


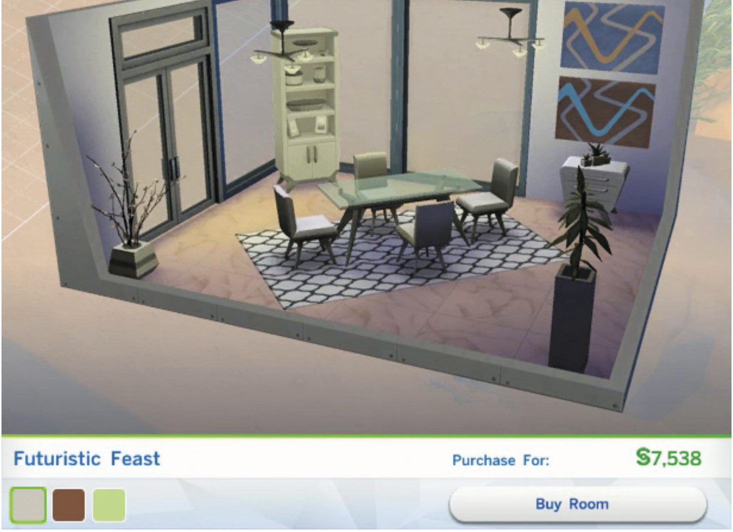
  - **Cost:** §7,128

Items included:

- Pretty in Plastic
- Bumpilicious
- The Chimera
- The Intrepid
- Light Box Window
- The Manifest
- The Staccato
- The Centurion
- Wide Entry Frame
- The Serendipity
- The Recondite
- The Arcadia
- Condiment Basket
- The Harbinger Counter
- Fine Bowl of Fruit
- The Fermata
- The Commissioner
- Show Your Stripes
- Glorious Grain Hardwoods

Futuristic Feast



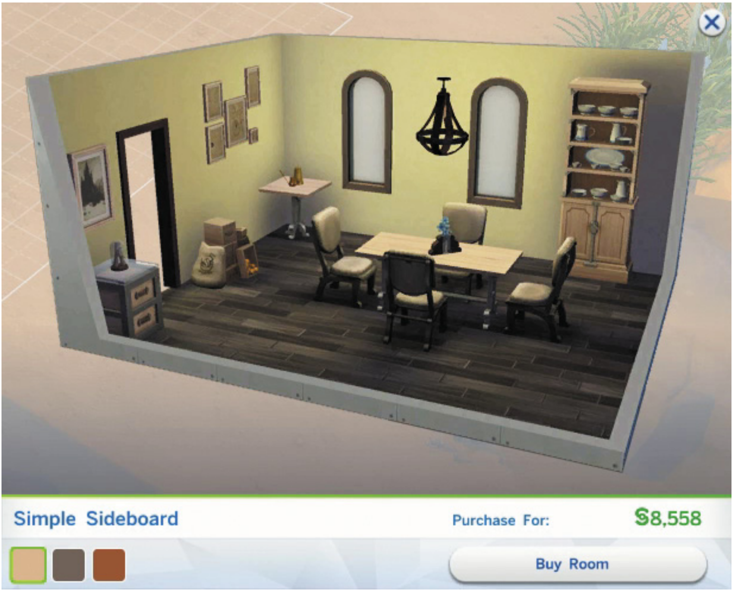


  - **Cost:** §7,538

Items included:

- Pure Expressions
- Steel and Glass Double Door with Narrow Transom
- Let There Be More Light
- Superasymmetry
- Normandic Light
- MK-2001 Bookshelf
- The Manifest
- Audrinite Occasional Table
- Taxonomical Creation
- Supersonic Dining Chair
- Lattice In Indoor-Outdoor Rug (Runner)
- Starblossoms
- The Authority
- Klassy Large-Format Marble Tiles

Simple Sideboard



Simple Sideboard

Purchase For: §8,558

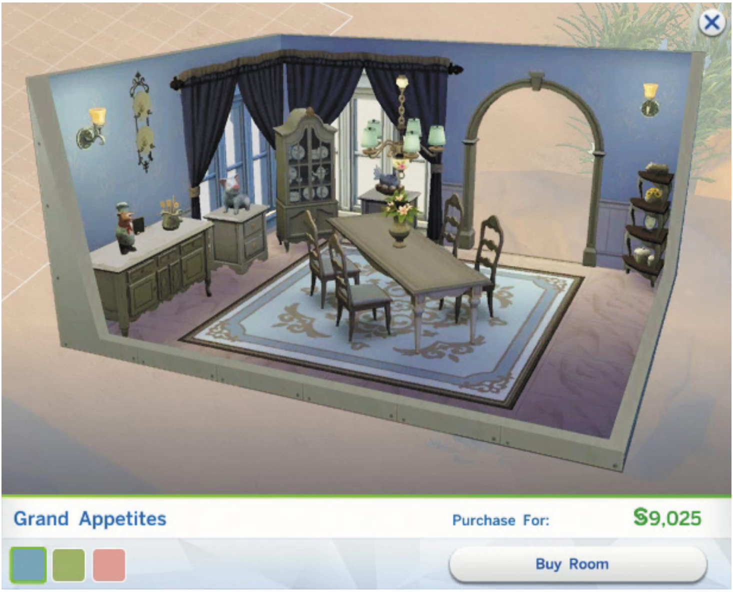
- **Cost:** §8,558

Items included:

- Plaster Makes Perfect
- Alpine Peace
- Narrow Post and Lintel Frame
- Antiqued Patent Posters
- Mega Window (Budget Deluxe)
- Reclamation Homeware Ceiling Lamp
- Wainscott Gardens Dining Cabinet
- Wake Me Up Antique Coffee Pot
- Ate & Salvage Drafting Table
- The Fairest Trade Crate Display
- Embark Nightstand

- Viney League Encased Scrolls
- Reclaimed Corbel Vase
- Termagant Dining Chair
- Glorious Grain Hardwoods

Grand Appetites



Grand Appetites

Purchase For: §9,025

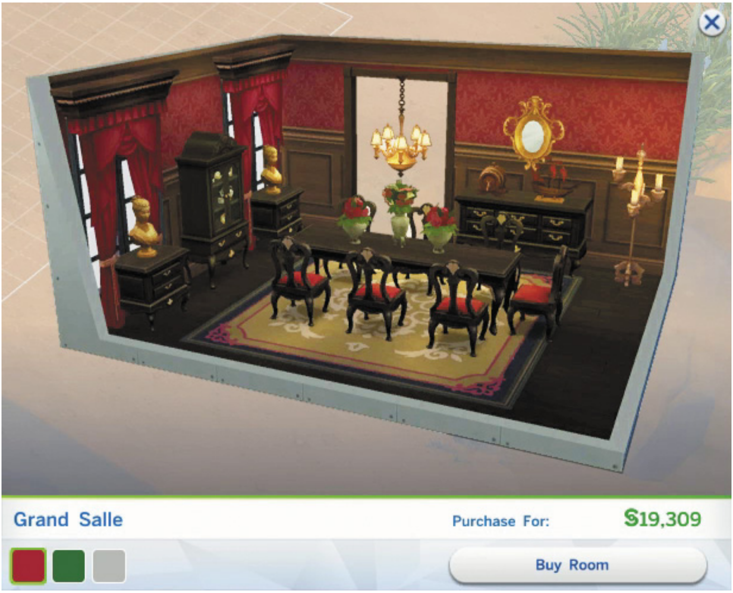
  - **Cost:** §9,025

Items included:

- Garden Glory
- Dollop o’ Light
- Wish in a Dish
- Caress Curtains (Bountiful)
- Fenestral Maneuvers in the Dark
- Dashing Displays Hutch

- Ring o’ Light
- Arch with Keystone
- Caress Upon Caress
- Mother Hen
- Weathered Wonder Night Table
- Porkelain Pal
- Pretty as a Pitcher
- Porc du Jour
- Enigma Dresser
- Lovely Lily Pot
- The Cornucopia
- Caress Chair
- Snug Rug
- Klassy Large-Format Marble Tiles

Grand Salle



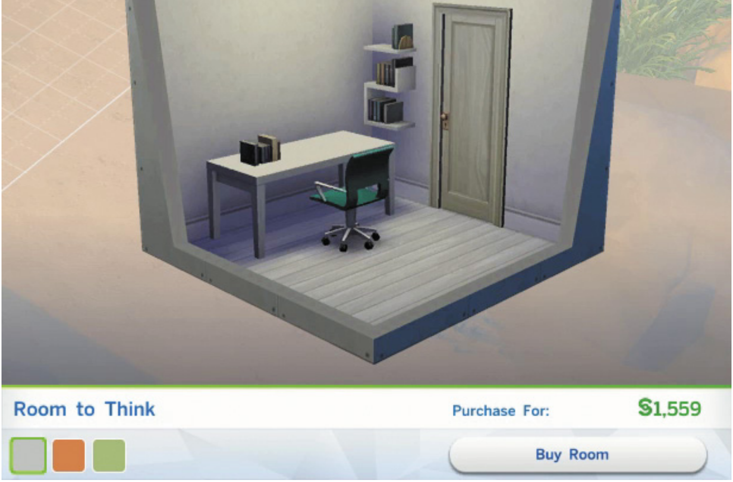
    - **Cost:** §19,309

Items included:

- Victorian Indulgence Curtains
- Mega Window (Double Budget Grand Deluxe DeLite)
- Prairie-Style Entry Frame
- Long John Buttercups Chandelier
- Captain Chaz McFreely Porthole Mirror
- Two Thousand Ounces of Gold Under the Sea
- Captain Chaz McFreely's Galleon
- Captain Rodrigo De Pablo Cask
- Princess Cordelia Royal Bust
- Sea Princess Dining Hutch
- Naught-ical Nightstand
- Unmentionables Dresser
- Arrrmless Dining Chair
- Princess Cordelia Corset Vase
- Crabtree Planter Pot
- "Arr Ye Eating That" Dining Table
- Snug Rug
- Heartwood Plank Flooring

Study

Room to Think

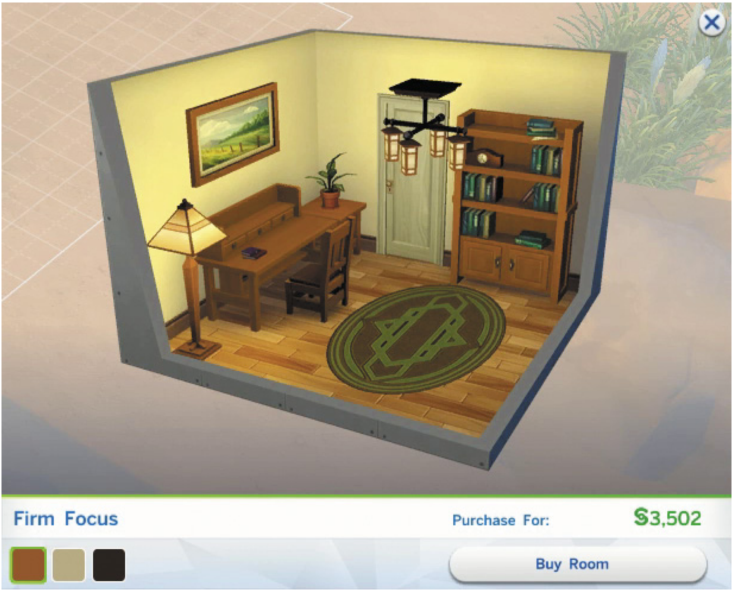


- **Cost:** §1,559

Items included:

- Essence of Pastel
- Kid’s Ceiling Light
- Intellectual Illusion Wall-Mounted Bookshelves
- Simple Single-Panel Door
- Lacquered Up Console
- Vintage Books
- Joliette Desk Chair
- Limber Lumber Fashion Hardwoods

Firm Focus

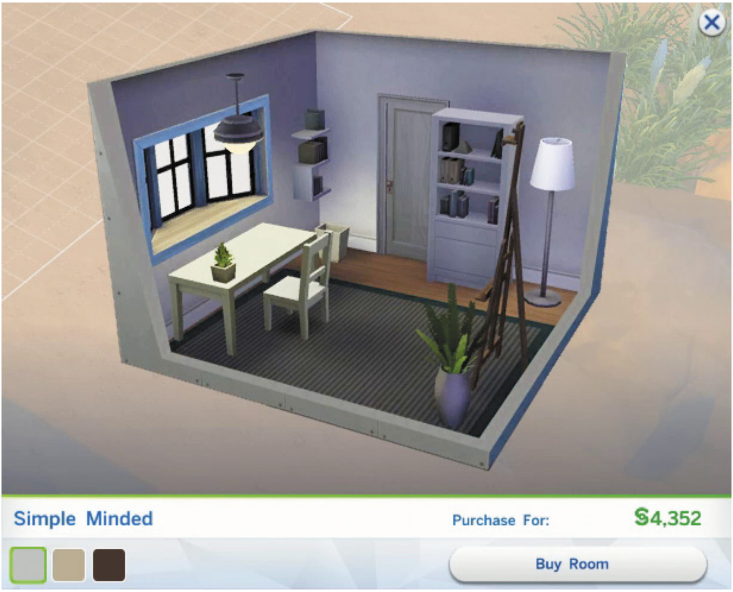


- **Cost:** §3,502

Items included:

- Desert Skies
- Mega Art
- Simple Single-Panel Door
- Casa Morgan Mission-Style Lantern Chandelier
- Mega Bookcase
- Welcome? Mat
- Mega End Table
- Mega Fern
- Mega Desk
- Mega Dining Chair
- Mega Couple of Books
- Mega Floor Lamp
- Glorious Grain Hardwoods

Simple Minded



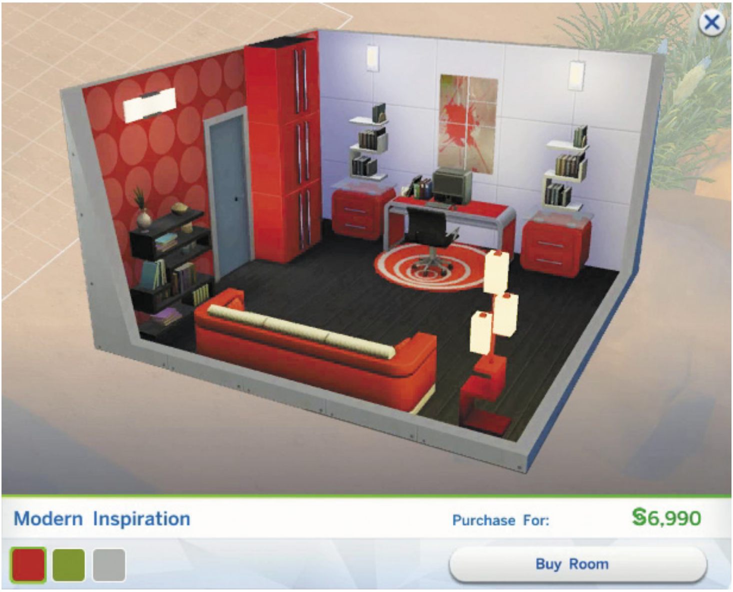
  - **Cost:** §4,352

Items included:

- Essence of Pastel
- Bay-utiful Designs
- The Prestige
- Intellectual Illusion Wall-Mounted Bookshelves
- Simple Single-Panel Door
- Simple Symmetry Bookcase
- Lunatech Floor Lamp With Shade
- E.A.S.L Easel
- Fine Feathered Fern
- Garbelle Wastebasket

- Lacquered Up Console
- Sooner or Later Contemporary Dining Chair
- Carefree Succulent
- Super Sisal Eco Rugs (Medium)
- Handscraped Wood Flooring

Modern Inspiration



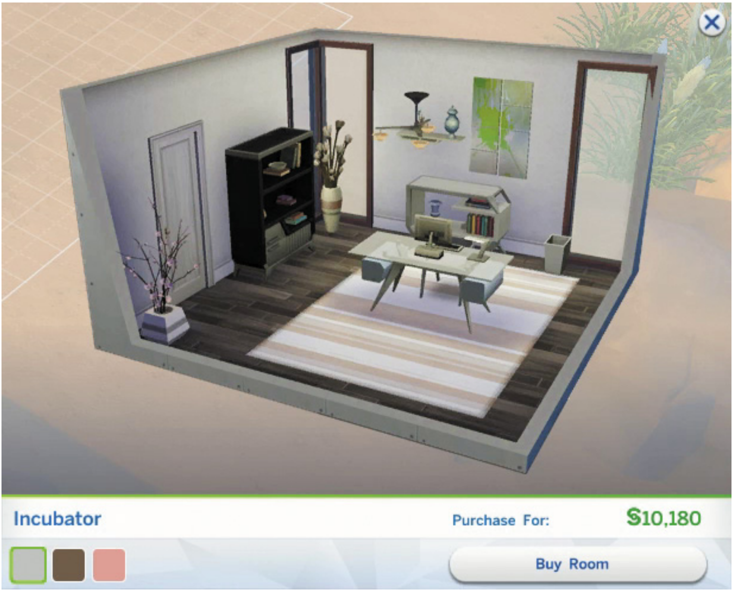
  - **Cost:** §6,990

Items included:

- Seeing Spots
- Pretty in Plastic
- Plank Perfection Wall Light
- Stark Front Door
- The Harbinger Cabinet
- The Enigma

- The Chimera
- Intellectual Illusion Wall-Mounted Bookshelves
- The Recondite
- Respecterion Mid-Range Desktop
- School Binders and Bookend
- The Penultimate
- The Recognizer
- Joliette Desk Chair
- The Elysium
- Limber Lumber Fashion Hardwoods
- The Illumination
- The Arcadia

Incubator

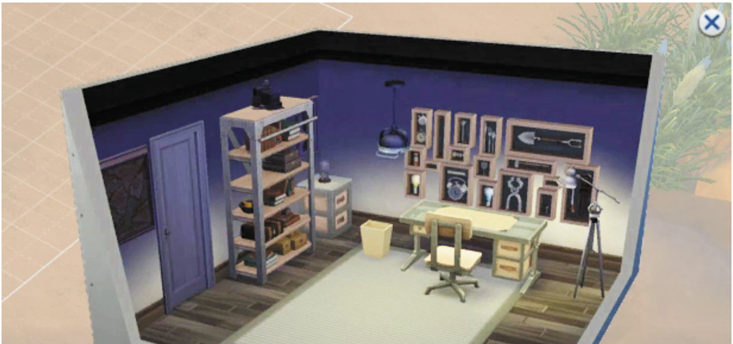


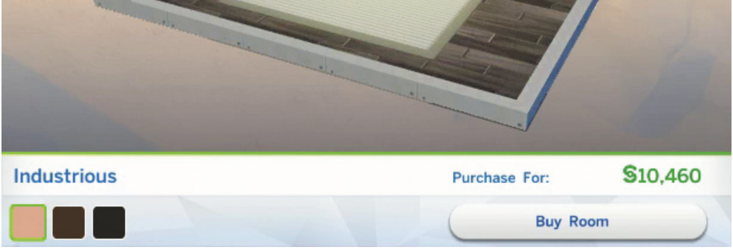
  - **Cost:** §10,180

Items included:

- Essence of Pastel
- Simple Single-Panel Door
- Starblossoms
- The Shugart Bookstation
- Domec Floral Floor Vase
- Let There Be Light
- Normandic Light
- Pencil Holder
- Grandmother's Urn
- The Jokoh Flats
- The Recondite
- Hovercraft Miniframe
- Antique Urn
- Garbelle Wastebasket
- All-in-One Powerful PC
- Return Desklight
- T1-Fighter Desk
- Show Your Stripes
- Glorious Grain Hardwoods

Industrious



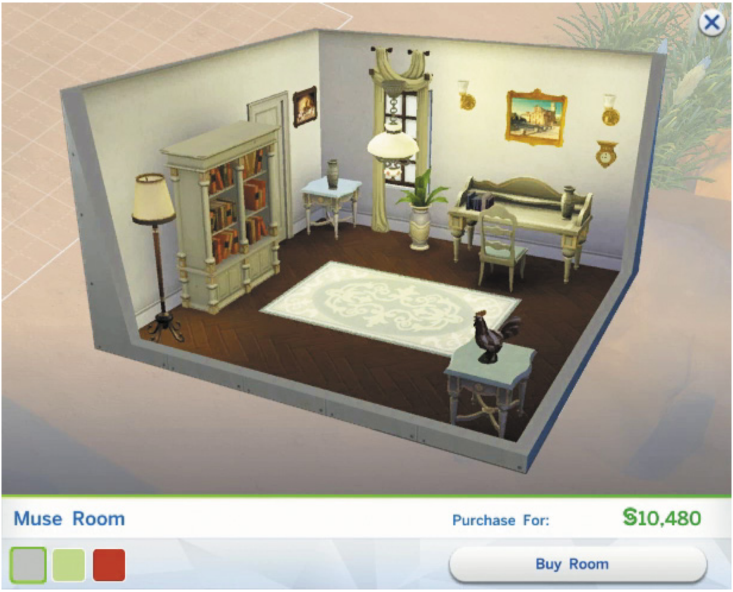


  - **Cost:** §10,460

Items included:

- Vaiyon Slacks
- History of the World, Print 3
- Simple Single-Panel Door
- Old Fashioned Camera
- Industrial Étagère
- Viney League Encased Scrolls
- Embark Nightstand
- Scrivello Pendant Lamp
- Ordinary Things Shadowbox Display
- Totality Tripod Floor Lamp
- Drafting Desk
- Garbelle Wastebasket
- Saught Drafting Chair
- Super Sisal Eco Rugs (Medium)
- Glorious Grain Hardwoods

Muse Room



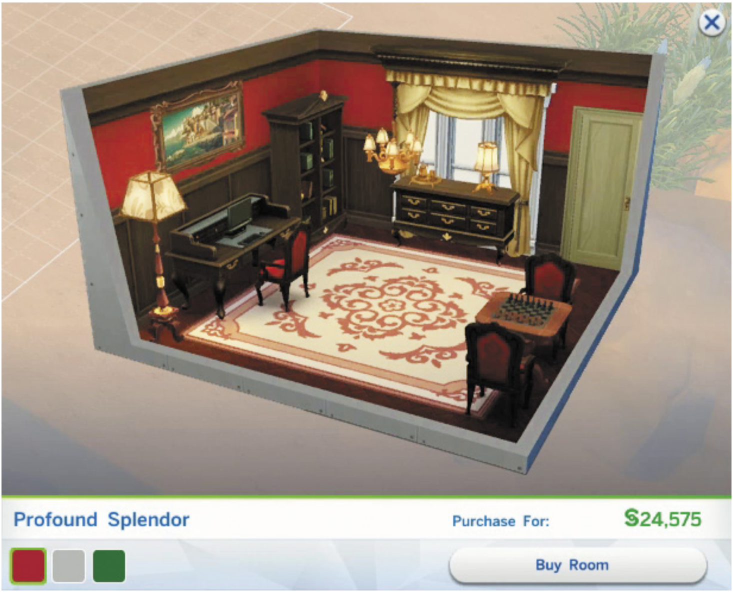
- **Cost:** §10,480

Items included:

- Essence of Pastel
- Cornerstone Lamp
- Caress Bookcase
- Simple Single-Panel Door
- Ceci N'est Pas Une Poire
- Fingertip's Delight
- The Endurn
- Pleasantly Pendant Chandelier
- Indecision Valances
- Octopane
- Grande Vase
- Dollop o' Light
- Viva More of a La Landscape

- Remembrance Clock
- Inspiration Desk
- Vintage Books
- Caress Chair
- Princess Cordelia Royal Rug
- Country Cockerel
- Herrinbone Hardwood Flooring

Profound Splendor



  - **Cost:** §24,575

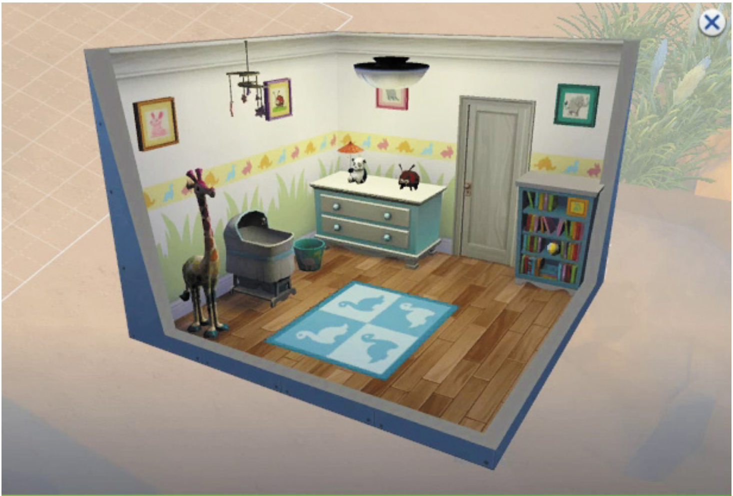
Items included:

- Deep Wood
- Long John Buttercups Floor Lamp
- Land-Coral Garden

- All-Purpose Desk
- All-in-One Powerful PC
- Arrrmed Dining Chair
- Princess Cordelia Bookcase
- Long John Buttercups Chandelier
- Victorian Over-Indulgence Curtains
- Fenestral Maneuvers in the Dark
- Sea Star Table Lamp
- Royal Crabtree Tea Set
- Unmentionables Dresser
- Simple Single-Panel Door
- Arrrmed Dining Chair
- Grand Plans Chess Table
- Snug Rug
- Mahogany Herringbone Hardwood Floors

Kid’s Rooms

Rock-a-Bye Bedroom



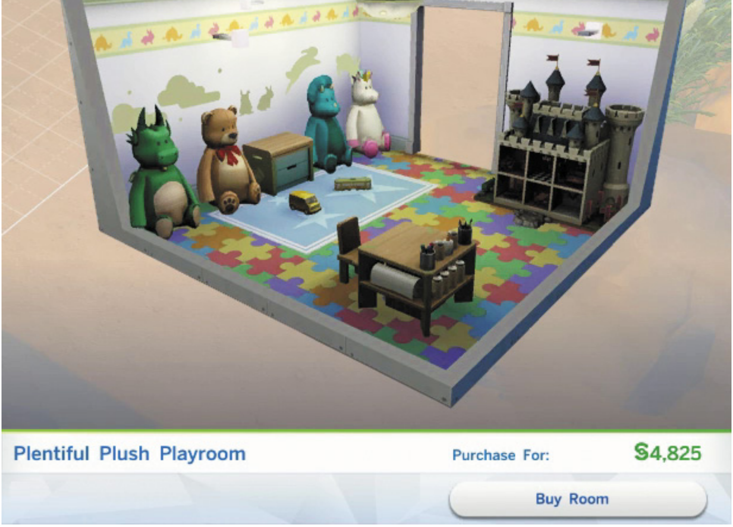
Rock-a-Bye Bedroom
Purchase For:
§2,871
Buy Room

  - **Cost:** §2,871

Items included:

- Grass-a-frass
- Baby Bunny Nursery Art
- Baby Genius Mobile
- Baby Bug Nursery Art
- Baby Dino Nursery Art
- “Working for Peanuts” Wall Painting
- Kid’s Ceiling Light
- Gary Giraffe
- Rock-a-bye Bassinet
- Baby’s First Wastebasket
- Kindermade Dresser for Children
- Happy Panda Table Lamp
- Ladybug Buddy
- Simple Single-Panel Door
- Bright Eyes Bookcase
- Animal Squares Kid’s Rug
- Glorious Grain Hardwoods

Plentiful Plush Playroom



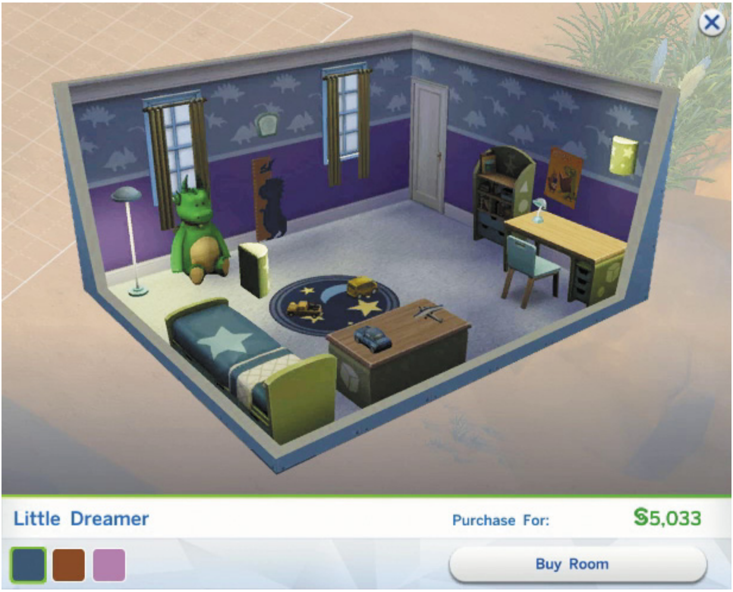
- **Cost:** §4,825

Items included:

- Prehistoric Freezerbunnies
- Dispersive Lamp
- Kid’s Ceiling Light
- Prairie-Style Entry Frame
- Dino
- Blarffy
- The Pandora
- Drago
- Uni
- Banana Bank Heist Model Van
- Jolly Trolley Antique Replica
- Kindermade Kushy Floor Floor Art
- Realistic Princess Doll Castle
- Creative Art Thou Activity Table

- Kidsaw! Soft Jigsaw Flooring

Little Dreamer



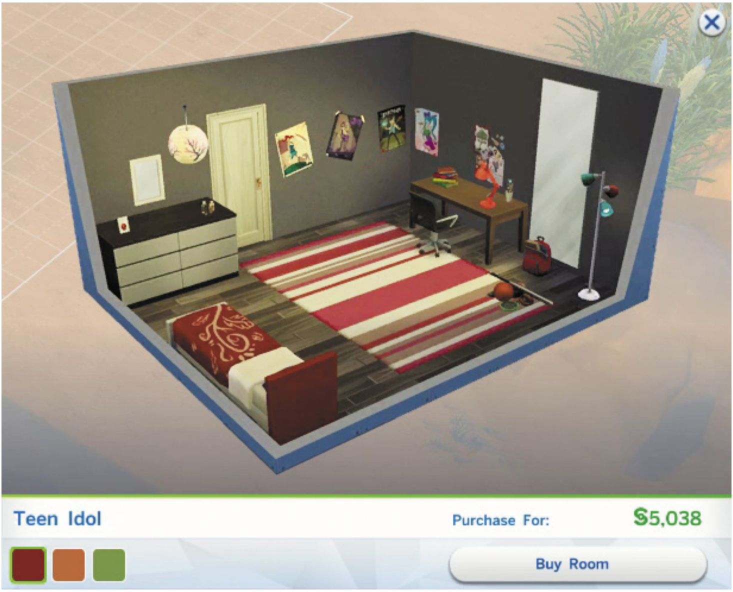
  - **Cost:** §5,033

Items included:

- Darling Dinos
- Flaunting Flounces Panels
- Octopane
- Kindermade Clock
- Kid’s Wall Light
- Read-asaurus Rex Kid’s poster
- Kid’s Bookcase
- Kid’s Table Light
- Knowledge Console by Kindermade
- Kindermade Chair

- Winsome Growth Chart
- Dino
- Kid's Floor Light
- Anti-Goblin Bed by Kindermade
- Banana Bank Heist Model Van
- Vintage Model Pickup Truck
- Kindermade Kushy Floor Floor Art
- Pre-assembled Model Stunt Plane
- Pre-assembled Model Sports Car
- Thumbkin Child's Dresser
- Simple Single-Panel Door

Teen Idol

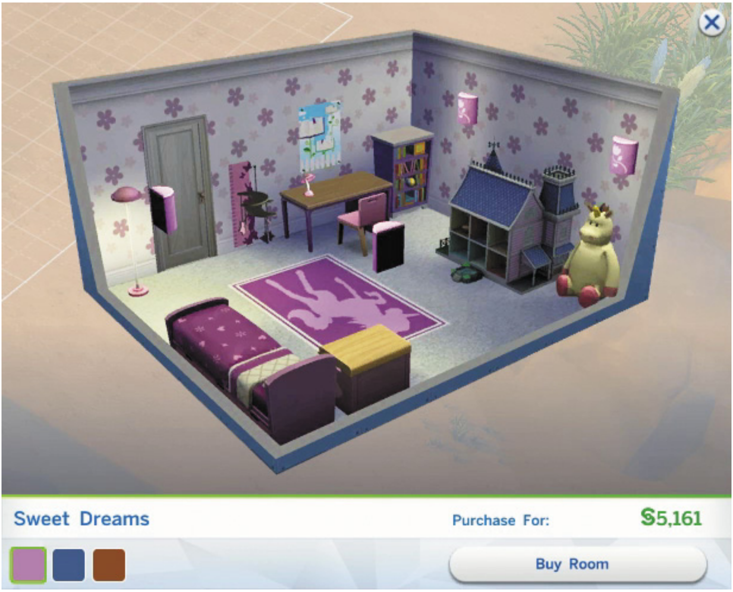


  - **Cost:** §5,038

Items included:

- Pure Expressions
- Great Wall Mirror
- Apple of Your Eye Framed Watercolor
- Zes Horizontal Dresser
- Men’s Cologne
- Simple Single-Panel Door
- Snöboll Pendant Lamp
- Kick It, Sally Soccer Poster
- “Just Justin” Fan Poster
- Henry Puffer Poster
- Teen Idol Poster
- Pictures, Pictures on the Wall
- Scholarly Stack
- Personal Spotlight Desk Lamp
- Pencil Holder
- Lacquered Up Console
- Joliette Desk Chair
- Straight-up Wall Mirror
- The Don’t Break Your Backpack
- A Lamp Named Claudine
- Pile of Sports Equipment
- Show Your Stripes
- Teen Dreams Single
- Glorious Grain Hardwoods

Sweet Dreams



- **Cost:** §5,161

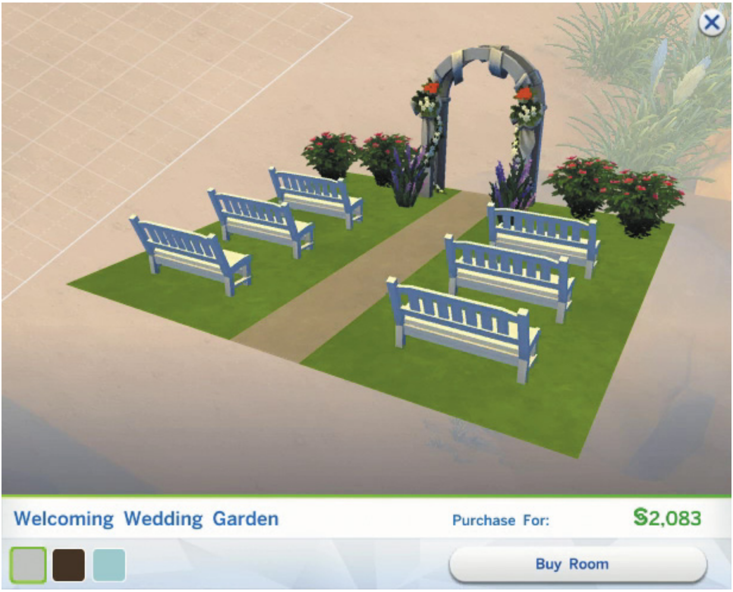
Items included:

- Flower Child
- Kid's Floor Light
- Kid's Wall Light
- Simple Single-Panel Door
- Winsome Growth Chart
- Baby Genius Mobile
- Raising a Reader Kid's Poster
- Kid's Table Light
- Knowledge Console by Kindermade
- Kindermade Chair
- Bright Eyes Bookcase
- Victorian Dollhouse
- Uni

- Kindermade Kushy Floor Floor Art
- The Pandora
- Anti-Goblin Bed by Kindermade
- Plush Comfort Carpeting

Outdoors

Welcoming Wedding Garden



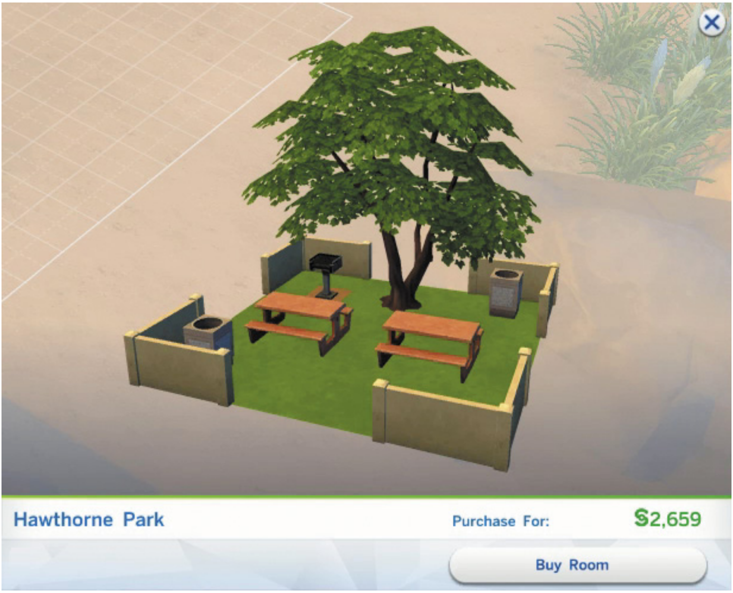
    - **Cost:** §2,083

Items included:

- Daddy’s Girl Formal Wedding Arch
- Lovely Lavender Bush
- Passion’s Kiss
- Balanjar Teak Two-Seater Bench

- Out to Pasture Grass
- Construction-Quality Concrete

Hawthorne Park



Hawthorne Park

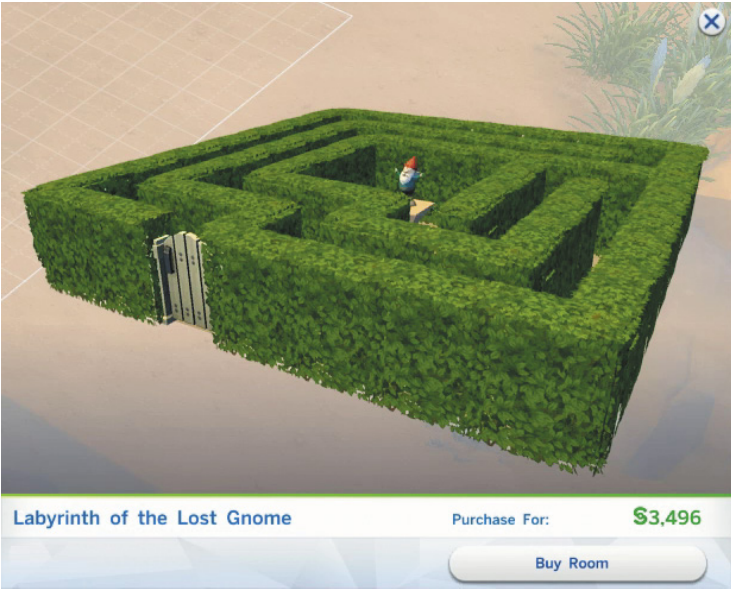
Purchase For: §2,659

    - **Cost:** §2,659

Items included:

- Hawthorne Tree
- Mega Fence (Budget DeLite)
- CanOFlage Outdoor Trash Receptable
- Carbonette Charcoal Grill
- Urbanity Concrete Picnic Table
- Out to Pasture Grass

Labyrinth of the Lost Gnome

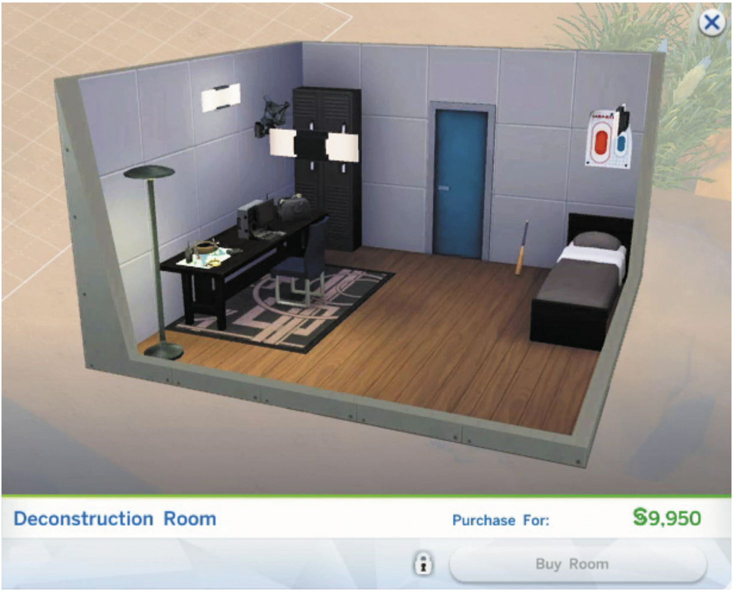


- **Cost:** §3,496

- Gravel Delight Roof
- High Hedgerow
- Garden Gate
- Gnome Matter What, I'm Still Your Baby

Career and Misc

Deconstruction Room



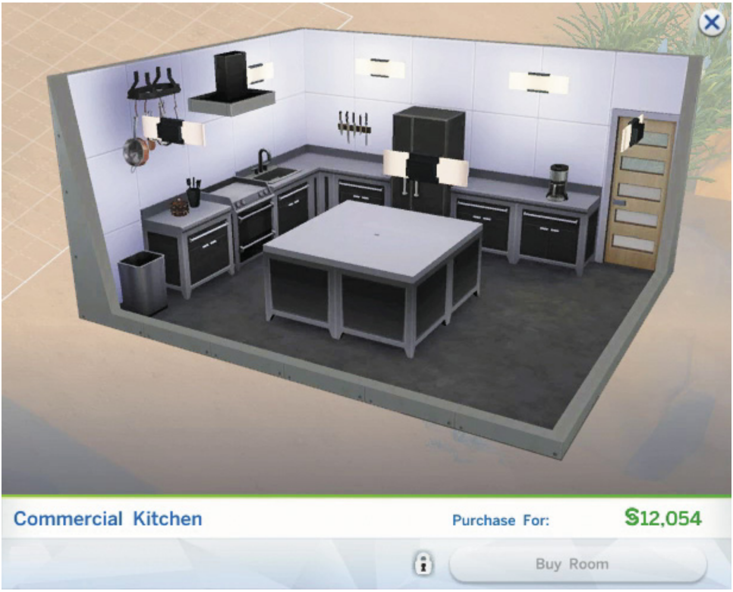
- **Cost:** §9,950
- Unlock this room by reaching level 10 of the Criminal career while in the Oracle branch.

Items included:

- Pretty in Plastic
- Lumpen Lamentait Pillar Lamp
- Emblems of Espionage
- Mayhem Portable Computer
- Duffle o' Cash
- Mega Mega Table
- Plank Perfection Wall Light
- Spy Satellite
- The Commissioner
- Wall o' Gym Lockers, Small
- Plain Wooden Door
- The Indispensable

- Vintage Baseball Bat Sculpture
- Hot & Cold Tech Spec Poster
- Mod Pod Twin Sleeper
- Handscraped Wood Flooring

Commercial Kitchen



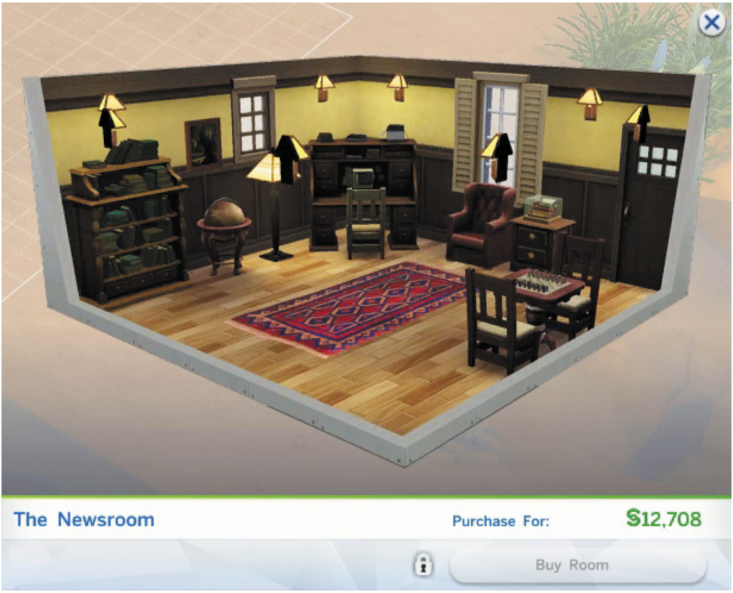
  - **Cost:** §12,054
  - Unlock this room by reaching level 10 of the Culinary career while in the Chef branch.

Items included:

- WasteNot Wastebasket
- Corporate Chic Countertop
- Spice of Life Spice Rack
- Countertop Kitchen Utensils
- Pancake Pro Free-standing Griddle
- Plank Perfection Wall Light

- Discretion Stove Hood
- Umber Kitchen Sink
- Positronic Pro Magnetic Knife Rack
- Icebox of Steel by Krampft Industries
- Stainless Steel Auto-Pot
- Corporate Chic Counter Island
- Modern Wooden Door with Frosted Glass Insets
- Hi-End Concrete

The Newsroom



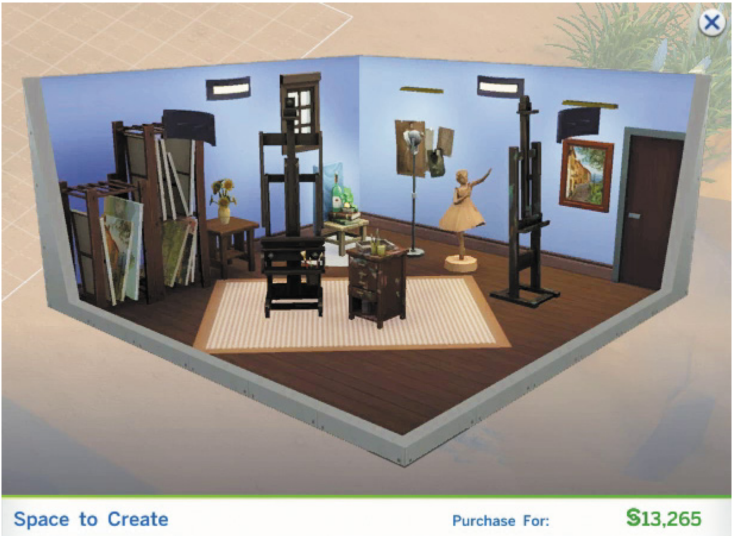
- **Cost:** §12,708
- Unlock this room by reaching level 10 of the Writer career while in the Journalist branch

Items included:

- Angling for Light Candle Sconce
- Deep Thoughts Bookcase

- Still Life with Apple and Pitcher and Books and Bottles and Flowers
- Mega Window (Budget DeLite)
- The Where Should I Go? Ball
- Mega Floor Lamp
- Antique Writer's Desk
- Milton Word Processor
- Mega Dining Chair
- The Thinker
- Antique Typewriter
- Weathered Wonder Night Table
- Mega Door (Budget DeLite)
- Mega Dining Chair
- Grand Plans Chess Table
- Glorious Grain Hardwoods
- Magic Carpet

Space to Create



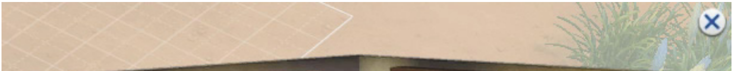
Purchase For: $13,265

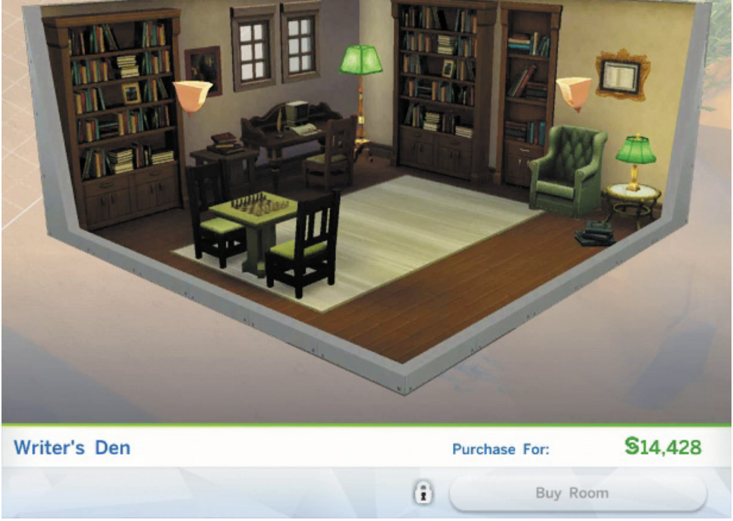
  - **Cost:** §13,265
  - Unlock this room by reaching level 10 of the Painter career while in the Master of Real branch.

Items included:

- Desert Skies
- Painting Canvas Storage Rack
- The Ignite
- Mega Window (Budget DeLite)
- Mega End Table
- Vase of Sunflowers
- Flegel Studio Floor Lamp
- Study of the Human Form
- Picture Perfect Art Lighting
- No. 46 Landscape
- Plain Wooden Door
- Premium Prima Ballerina
- Easy-Breezy Easel
- Artiste Supply Taboret
- Deluxe All-Season Easel
- Super Sisal Eco Rugs (Medium)
- Limber Lumber Fashion Hardwoods

Writer’s Den





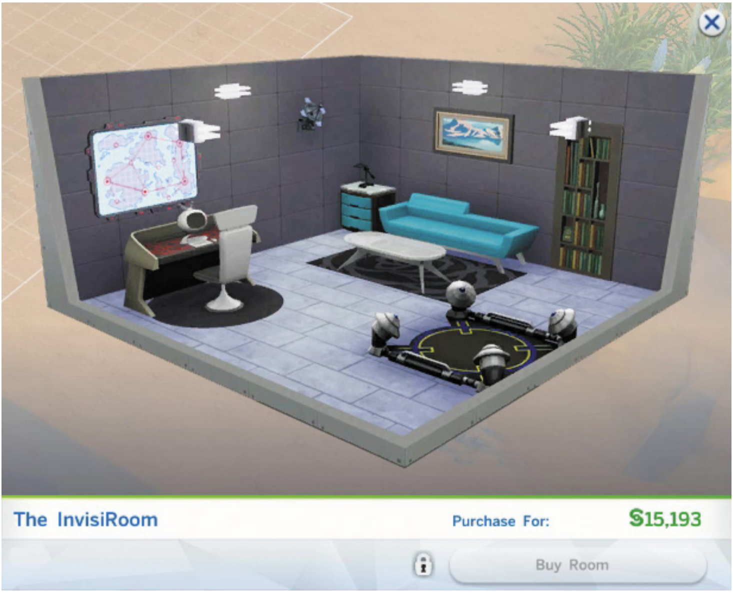
- **Cost:** §14,428
- Unlock this room by reaching level 10 of the Writer career while in the Author branch.

Items included:

- Stucina
- The Muse
- Still Life with Apple and Pitcher and Books and Bottles and Flowers
- Mega Window (Budget DeLite)
- Long John Buttercups Floor Lamp
- Inspiration Desk
- Milton Word Processor
- Nom de Plume Quill Pen
- Mega Dining Chair
- Antique Tomes
- Mega End Table
- Mega Dining Chair
- The Chessmaster
- Textural Textiles Rug (Medium)

- Door of Perception
- The Thinker
- Sea Glass Wall Sconce
- An Open Book, Framed
- Long John Buttercups Table Lamp
- Avaris Glass-topped Patio Table
- Antique Tomes
- Walk the Short Plank Hardwood Floors

The InvisiRoom



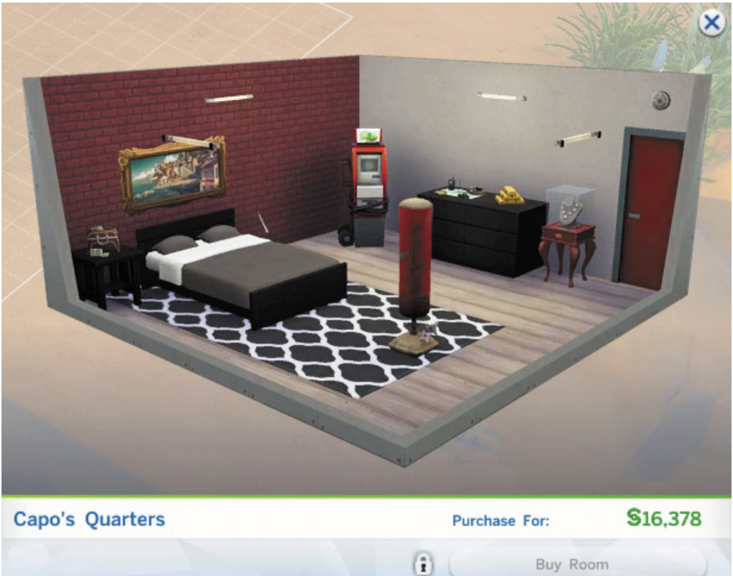
  - **Cost:** Unlock this room by reaching level 10 of the Secret Agent career while in the Diamond Agent branch.

Items included:

- Patterned Plaster
- Tactical Map
- Glowstone Lamp

- Information Database
- Reconnaissance Workstation
- The Swiveler
- On the Spot
- Spy Satellite
- The Ultimate
- Nerves of Steel Desk Lamp
- Martian Memories Landscape
- Size-Sensitive Sofa
- Benner Coffeetable
- Into the Rose
- Hidden Bookcase Door
- The MotionMonitor Gaming Mat
- Classic Large-Format Flagstone

Capo’s Quarters

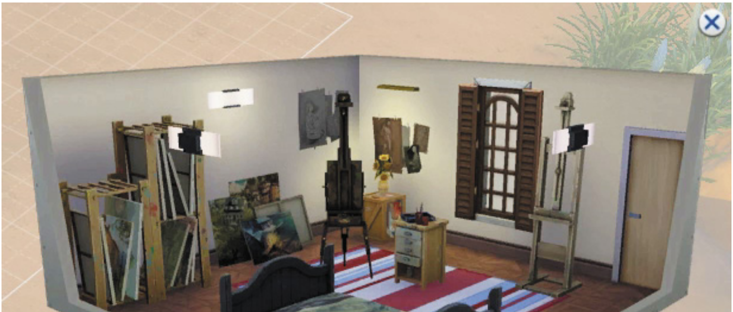


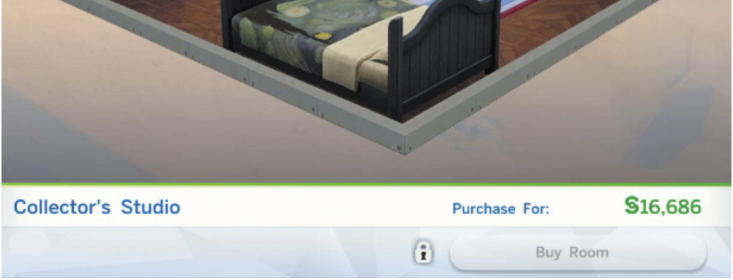
  - **Cost:** §16,378
  - Unlock this room by reaching level 10 of the Criminal career while in the Boss branch.

Items included:

- The Brickery
- Land-Coral Garden
- The Cutlass of Light
- Duffle o’ Cash
- Mega End Table
- Mod Pod Sleeper
- Lattice In Indoor-Outdoor Rug (Large)
- Fisticuffs Punching Bag
- Stolen ATM
- Zes Horizontal Dresser
- Emblems of Espionage
- Bars of Gold
- Stolen Necklace of the Late Dutchess Pinky
- Plain Wooden Door
- Alertz Smoke Alarm
- Rustic Subfloor Slats

Collector’s Studio



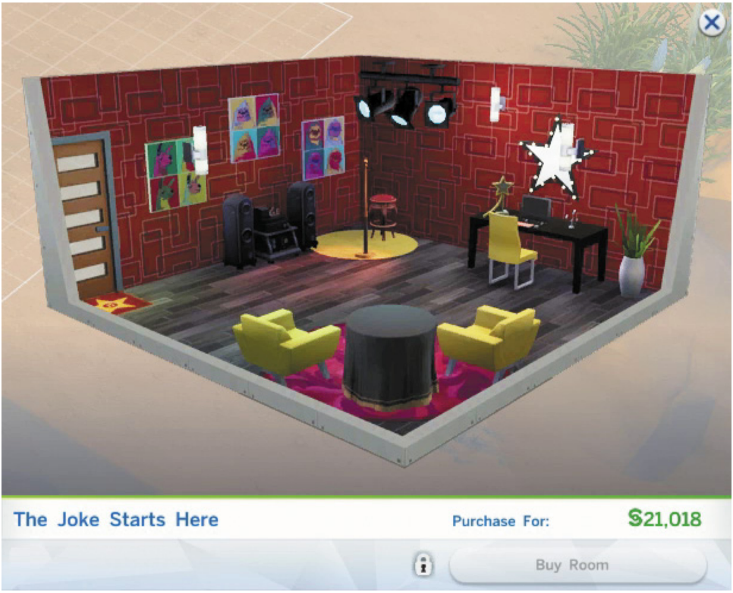


- **Cost:** §16,686
- Unlock this room by reaching level 10 of the Painter career while in the Patron of the Arts branch.

Items included:

- Desert Skies
- Painting Canvas Storage Rack
- Plank Perfection Wall Light
- Stack of Canvases
- Study of the Human Form
- Picture Perfect Art Lighting
- Vase of Sunflowers
- Crateable
- Pre-Owned Painter's Easel
- Artiste Supply Taboret
- Tall Order
- Easy-Breezy Easel
- Show Your Stripes
- Plain Wooden Door
- Rustic Dream Bed

The Joke Starts Here



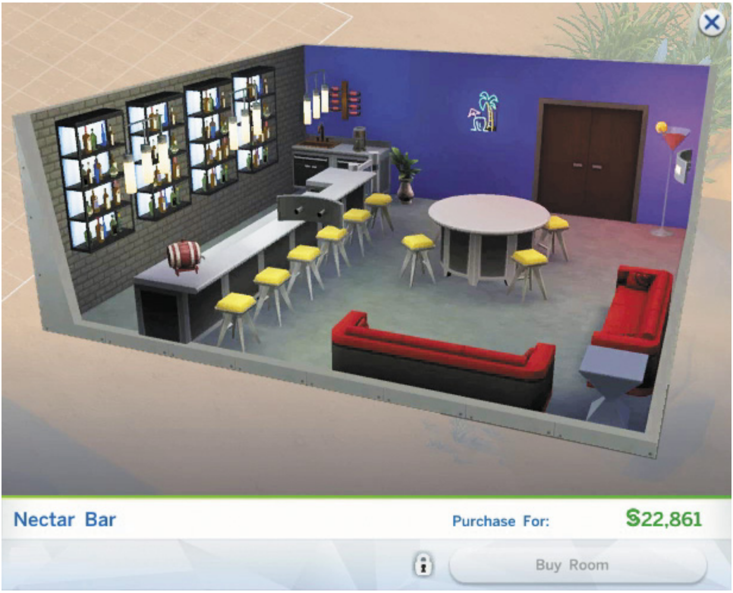
- **Cost:** §21,018
- Unlock this room by reaching level 10 of the Entertainer career while in the Comedy branch.

Items included:

- Electric Sheepskin
- Modern Wooden Door with Frosted Glass Insets
- I Otter Be a Star Pop Art
- The Harmonic
- Rock of Ages Retro Stereo
- On the Spot
- The Royal We Microphone
- Cephalopod Bar Stool
- Studio Equity Track Lighting
- Sim Idol Rug
- What a Star You Are Wall Mirror
- You've Got Talent Award

- Ghostwriter Disappearing Desktop
- Porcu-Pro Business Card Holder
- The Commissioner
- Fine Feathered Fern
- The Sleepthrone
- Undersea Traditional Dining Table
- Nom de Plume Antiqued Rug
- Glorious Grain Hardwoods

Nectar Bar



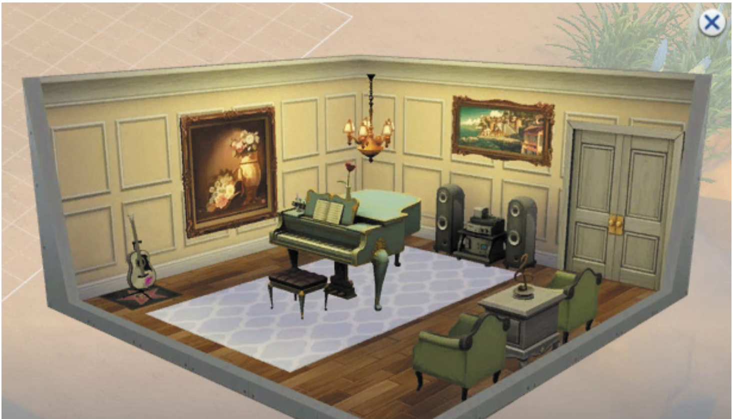
  - **Cost:** §22,861
  - Unlock this room by reaching level 10 of the Culinary career while in the Mixologist branch.

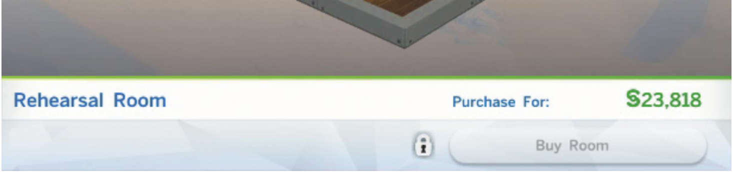
Items included:

- The Brickery
- The Affirmation

- The Serendipity
- Corporate Chic Counter Island
- Captain Rodrigo De Pablo Cask
- Bar Setters Bar
- Corporate Chic Countertop
- Umber Kitchen Sink
- Stainless Steel Auto-Pot
- Vinoteca Bottle Rack
- The Lefty
- High Hopes Potted Plant
- EveryShade
- Neon Palm Tree Sign
- Simple Wooden Double Door
- Lemonade on a Sunny Day Torchiere
- The Ignite
- Domestic Satellite
- The Illumination
- The Vociferate
- Hi-End Concrete

Rehearsal Room




Rehearsal Room

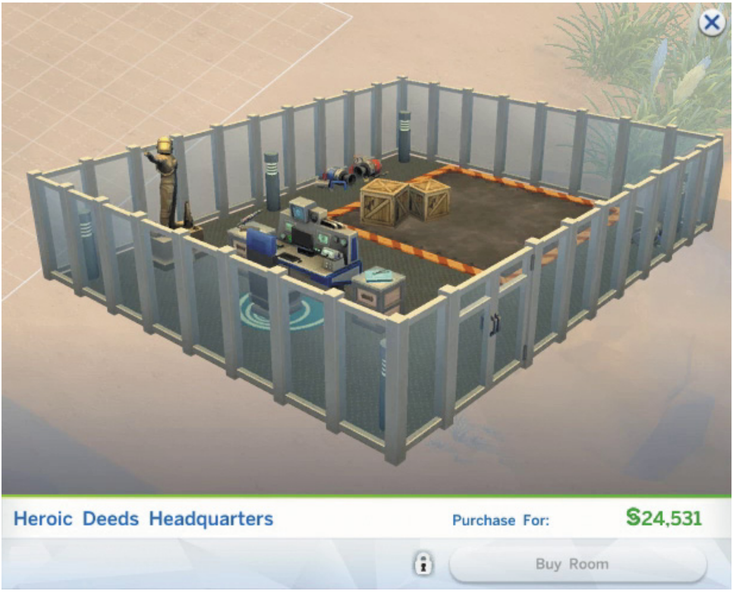
Purchase For: §23,818

- **Cost:** §23,818
- Unlock this room by reaching level 10 of the Entertainer career while in the Music branch.

Items included:

- All Square
- Sim Idol Rug
- Rock My Legend Signed Guitar
- “Blooming Beauty” Wall Painting
- Long John Buttercups Chandelier
- Land-Coral Garden
- Rock of Ages Retro Stereo
- Two-Panel Double Door
- A Single Rose
- Porcu-Pro Business Card Holder
- Classical Genius Antique Piano
- Lattice In Indoor-Outdoor Rug (Large)
- Pretty Sitter
- Naught-ical Nightstand
- Off the Charts Music Award
- Glorious Grain Hardwoods

Heroic Deeds Headquarters



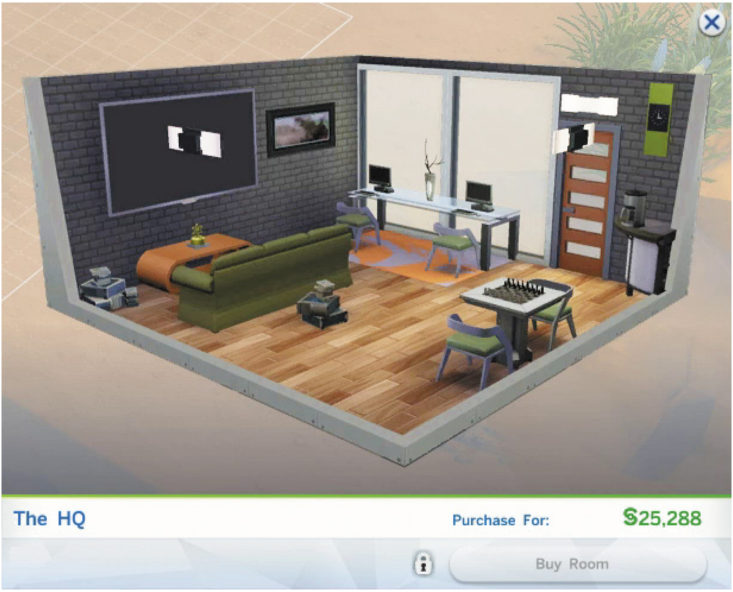
- **Cost:** §24,531
- Unlock this room by reaching level 10 of the Astronaut career while in the Space Ranger branch.

Items included:

- Tall Paneled Fence
- Don’t Even Pry
- The Superlative
- Astro-Bunny Beyond Infinity
- Mission Control
- Astro Model Rocket
- Embark Nightstand
- All-in-One Powerful PC
- Salyut Aeronaut Chair
- Star Seeker Original Blueprints
- Apollo Rocketship
- Diamond Life Metal Flooring

- Build Your Own Rocket Kit
- The Elysium

The HQ



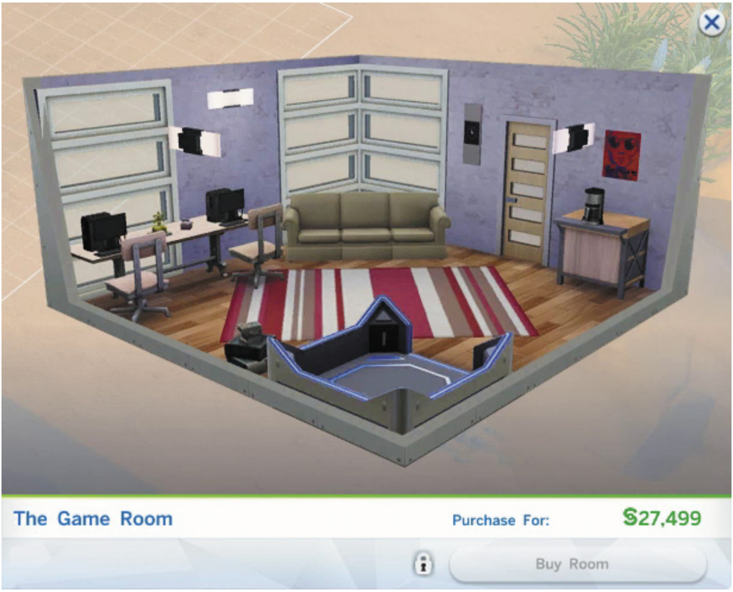
- **Cost:** §25,288
- Unlock this room by reaching level 10 of the Tech Guru career while in the Start Up branch.

Items included:

- The Brickery with Wood Trim
- Computer Hard Drive
- The Ascension
- Innovator's Award for Excellence in Science
- Plasmatron 3000 Flat Screen TV
- Plank Perfection Wall Light
- Snow Falling on Cinders Abstract Art
- Let There Be More Light

- Modern Wooden Door with Frosted Glass Insets
- The Sentinel
- Stainless Steel Auto-Pot
- VAULT Modular Island
- A Stroke of Genius
- Intelligence Desk Chair
- Forbidden Footsies Dining Table
- All-in-One Powerful PC
- Minimalist Unplant
- The Chessmaster

The Game Room

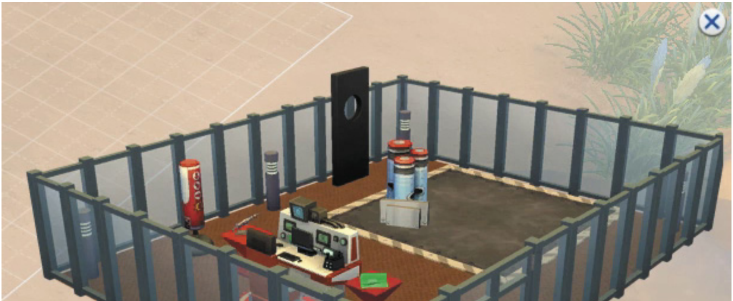


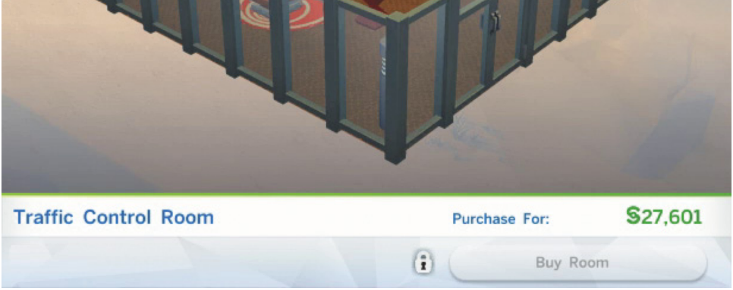
  - **Cost:** §27,499
  - Unlock this room by reaching level 10 of the Tech Guru career while in the eSport Gamer branch.

Items included:

- Pretty in Plastic
- Quadruple Awning
- Plank Perfection Wall Light
- Top Secret Computer
- Innovator’s Award for Excellence in Science
- Stack of CD’s
- SLAB Farmhouse Table
- Saught Drafting Chair
- The Hipster Hugger
- Show Your Stripes
- Computer Hard Drive
- The Sentinel
- Modern Wooden Door with Frosted Glass Insets
- “Revanne” Poster
- Stainless Steel Auto-Pot
- VAULT Modular Island
- PrioPerfection Motion Sensor Game Mat
- Glorious Grain Hardwoods

Traffic Control Room



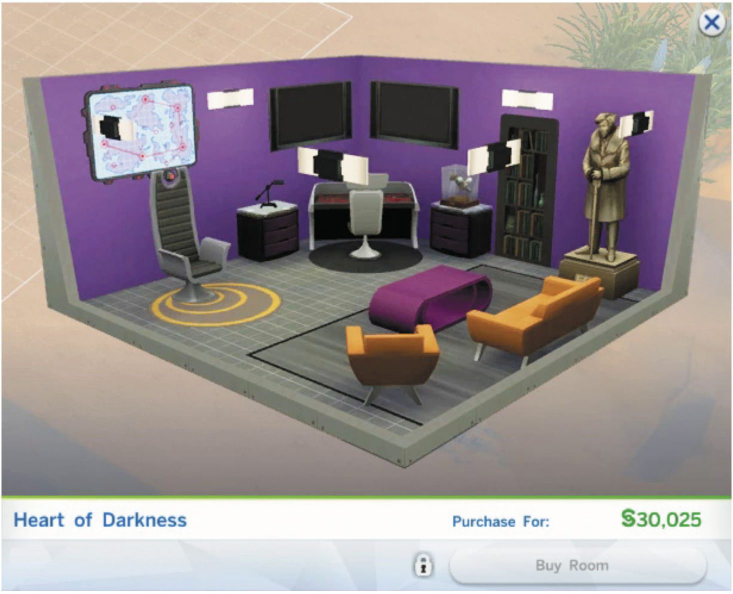


- **Cost:** §27,601
- Unlock this room by reaching level 10 of the Astronaut career while in the Interstellar Smuggler branch.

Items included:

- Tall Paneled Fence
- Don’t Even Pry
- The Superlative
- Mission Control
- All-in-One Powerful PC
- Salyut Aeronaut Chair
- Astro Model Rocket
- Star Seeker Original Blueprints
- The Vociferate
- The Monolith
- Retro Rocketship
- Diamond Life Metal Flooring
- The Elysium
- Zero-G Training Bag

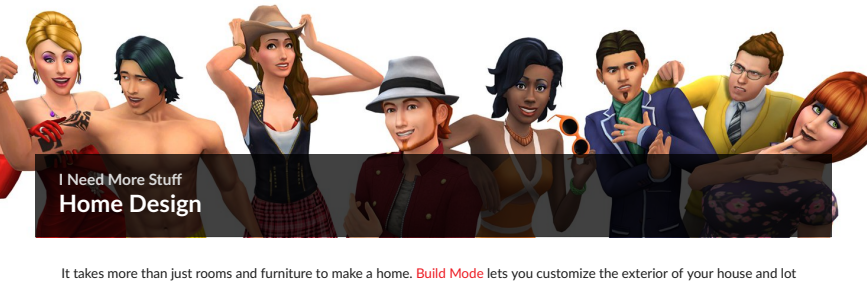
Heart of Darkness



  - **Cost:** §30,025
  - Unlock this room by reaching level 10 of the Secret Agent career while in the Villain branch.

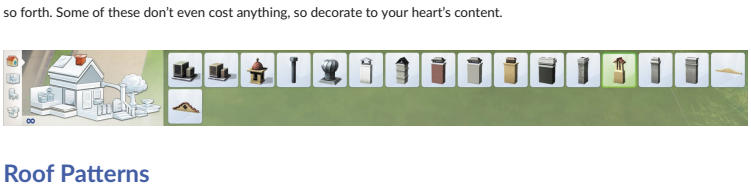
Items included:

- EveryShade Tactical Map
- Plank Perfection Wall Light
- GeniusVision Wall-Mount TV
- Evil Am Eye Swiveler
- The Ultimate
- The Elysium
- Nerves of Steel Desk Lamp
- Reconnaissance Workstation
- The Swiveler
- On the Spot
- Commemorative Freeze Ray
- Hidden Bookcase Door
- Our Founder Statue
- Textural Textiles Rug (Medium)
- Size-Sensitive Loveseat
- The Sleepthrone
- The Ascension
- Acceptable Floor Tile

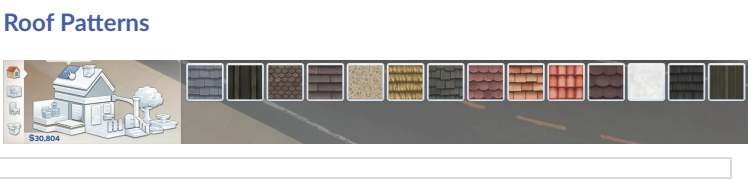

I Need More Stuff

Home Design

It takes more than just rooms and furniture to make a home. Build Mode lets you customize the exterior of your house and lot as well. Here are some details on the available extras, such as roofs, fences, wall and foundation patterns, landscape plants, and so forth. Some of these don't even cost anything, so decorate to your heart's content.

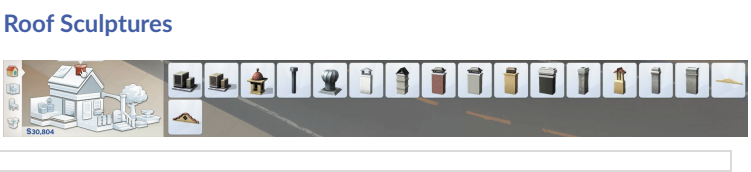


Roof Patterns



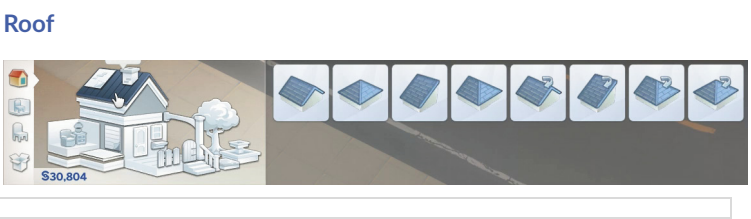
Object	Price
Weathered Wood Shingles	§0
My Own Corrugated Castle	§0
Scalloped Pine Roof	§0
"Woodn't" You Wonder Composite Roof	§0
Gravel Delight Roof	§0
Eco-Luster Composite Roof	§0
Shake it Up	§0
Happy Haunts Shingle Roof	§0
Nature's Mosaic Composite Roof	§0
Mediterranean Magic Tile Roof	§0
Country Carriage House Roof	§0
Not So Drab Slab	§0
Fairly Weathered Farm Shingles	§0
Sheet Metal Roof	§0

Roof Sculptures



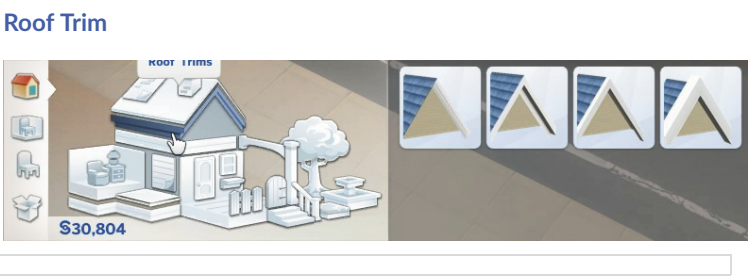
Object	Price
HVAC Vent with Exhaust Fan	§415
Boxy HVAC Roof Vent	§485
Feathered Friends Turret	§575
Old Tyme Roof Vent	§40
Too Hot to Not Roof Vent	§45
Tall Concrete Chimney with Cap	§130
Square Concrete Chimney with Cap	§135
Wide Brick Chimney with Cap	§220
Rectangular Chimney with Cap	§230
Mega Chimney	§305
Wide Concrete Double Chimney	§320
Large-Bricked Chimney	§395
Mega Chimney (Deluxe)	§510
Tall Brick Chimney with Cap	§660
Classic Tall Brick Chimney	§695
Low Stucco Roof Parapet	§605
Shape	
Mission Roof Parapet with Quatrefoil	**§750**

Roof



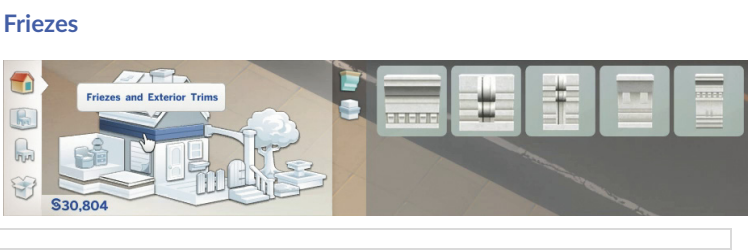
Object	Price
Gabled Roof	§0
Hipped Roof	§0
Half Gabled Roof	§0
Half Hipped Roof	§0
Gabled Roof (Diagonal)	§0
Half Gabled Roof (Diagonal)	§0
Half Hipped Roof (Diagonal)	§0
Hipped Roof (Diagonal)	§0

Roof Trim



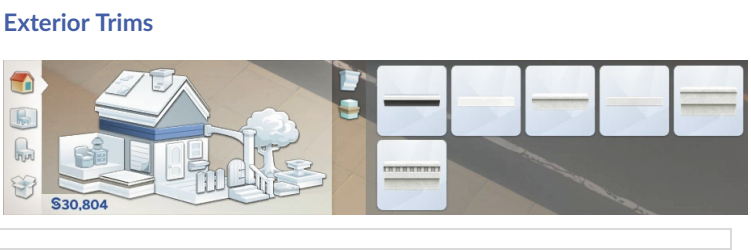
Object	Price
Angled Roof Trim	§2
Stepped Roof Trim	§4
Square Roof Trim	§7
Beveled Roof Trim	§8

Friezes



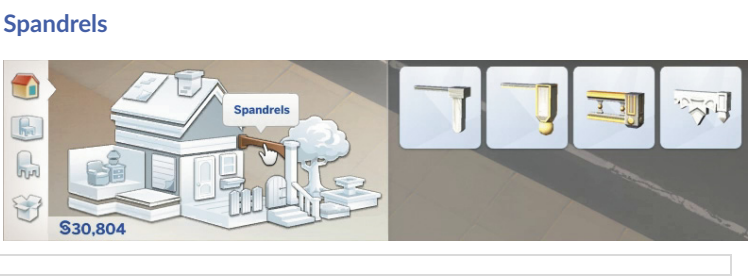
Object	Price
Frieze Frame	§4
Frieze Spirit	§9
Modern Frieze	§11
Frieze to Be Me	§15
Would You Like Frieze with That?	§18

Exterior Trims



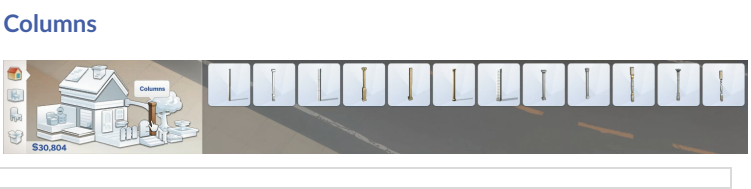
Object	Price
High-tide Exterior Trim	§4
Jutting Exterior Trim	§4
Simple Exterior Trim	§8
Inlaid Exterior Trim	§8
Stepped Exterior Trim	§14
Dentil Exterior Trim	§16

Spandrels



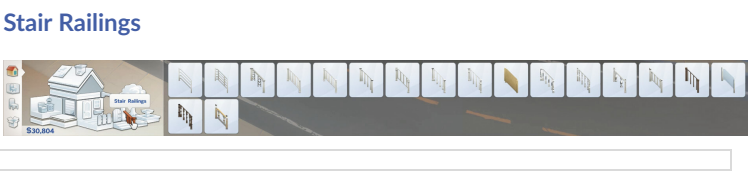
Object	Price
Budget Spandrel	§8
Spandrel with Decorative End Caps	§14
Rustic Wooden Spandrel	§21
Geometric Spandrel	§25

Columns



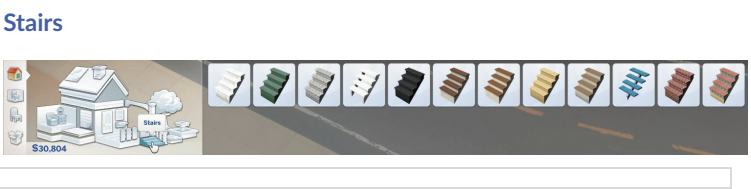
Object	Price
Capistrano Round Column	§45
Annesley Square Column	§70
Soledad Square Column	§120
Mega Column (Budget Delight)	§120
Mega Column (Basic)	§165
Mega Column (Deluxe)	§175
Buenaventura Column	§215
Greco-Roman Column	§215
Tintoretto Column	§310
FitzHerbert Column	§355
Design Calabria Hexagonal Column	§405
Grosvenor Column	§450

Stair Railings



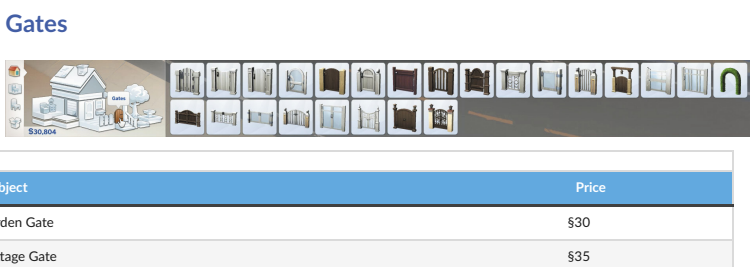
Object	Price
Galvanized Horizontal Railing	§5
Horizontal Aluminum Railing System	§10
Mahony Geometric banister	§10
Slatted Railing with Square Newels	§10
Slatted Railing with Chunky Newels	§10
Square Post Stair Railing	§15
Shoe Rail with Square Newels	§20
Fluted Banister	§25
House of Splinters Stair Railing	§30
Mega Railing (Budget DeLight)	§35
Kendall Composite Banister	§40
Abitha Colonial Knuckled Banister	§45
Banister with Teardrop Balusters	§50
Elegant Shoe Rail with Rounded Newels	§50
Mega Railing	§55
Sleek Closed Rail	§60
Mission-Style Turned Wood Banister	§65
Handsome Knuckled Banister	§80

Stairs



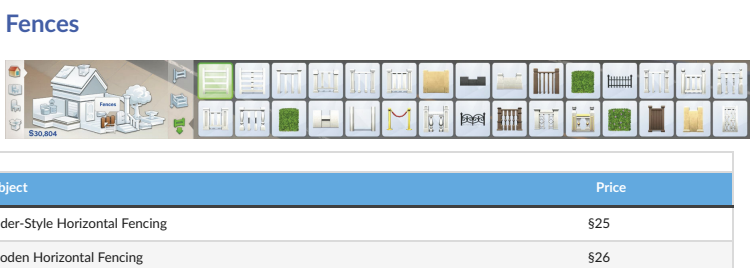
Object	Price
Sturdy Stairs	§5
Unremarkable Staircase	§8
Sturdy Stairs in Brick	§8
Ladder-Like Stairway	§10
Some Wooden Stairs	§21
Treadworthy Stairway	§35
Workaday Stairway	§48
Mega Stairs (Basic)	§48
Townhouse Stairway	§62
Modern Floating Stairway	§75
Pragmatic Stairway	§88
Mega Stairs (Ooh Fancy)	§115

Gates



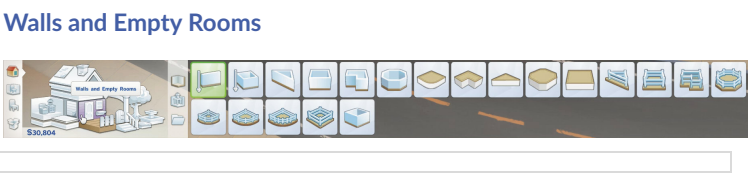
Object	Price
Garden Gate	§30
Cottage Gate	§35
Modern Wonder	§40
Sanctum Gate	§50
Mega Gate (Budget DeLite)	§80
Elven Gate	§85
The Squealer	§115
Mega Gate (Basic)	§120
Mega Gate (Deluxe)	§125
Palatial Gate	§130
The Lefty	§160
Narrow Vista Gate	§180
Maiden's Gate	§245
Empire Gate	§255
Simply Secure	§265
Nature's Welcome	§50
Mega Gate (Double Deluxe)	§170
Grand Estate Gate	§205
Simple Shudder	§215
Modern Vista Gate	§225
Don't Even Pry	§290
To the Point	§305
Woodn't You Like to Know	§330
Spanish Inquisition	§375

Fences



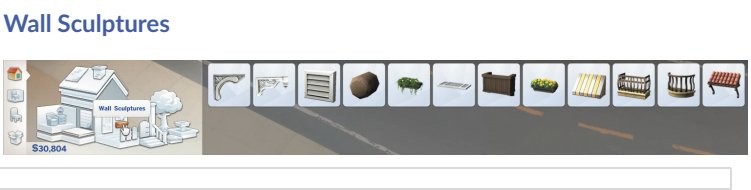
Object	Price
Ladder-Style Horizontal Fencing	§25
Wooden Horizontal Fencing	§26
Contrast Wooden Fencing	§27
Simple Picket Fence	§28
Narrow Slatted Fence	§34
Archetypal Picket Fence	§36
Mega Fence (Budget DeLite)	§38
Low Stone Wall	§40
Privacy Wall	§44
Mega Fence (Basic)	§46
High Hedgerow	§48
Wrought Iron Fence	§50
Flimsy Picket Fence	§53
Fancy Picket Fence	§56
Composite Fencing	§59
Short Picket Fence	§62
Balustrade Fencing	§63
Green Privacy Hedge	§65
Monolithic Wall	§66
Paneled Fence with Round Posts	§69
The Velvet Rope	§70
Lines and Curves Balustrade	§72
Curved Iron Fence	§72
Mega Fence (Deluxe)	§76
Prairie-Style Fencing	§80
Fancy Fencing	§81
High Floral Hedgerow	§85
Mission-Style Wooden Slat Fence	§89
Rustic Stone Wall	§91
Woven Lattice Fence	§96
Stonework Wall	§101
Tall Paneled Fence	§106
Privacy Hedge With Flowers	§110
Spanish Revival Wall	§115

Walls and Empty Rooms



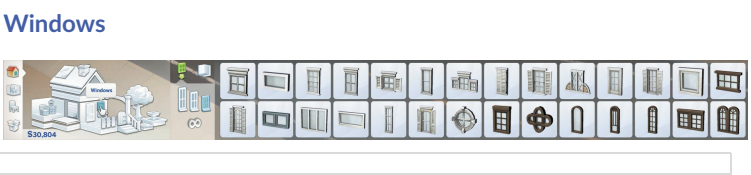
Object	Price
Wall Tool - B	§60
Room Tool	§60
Triangular Room	§360
Square Room	§480
L-Shaped Room	§480
Octagonal Room	§480
Flat Round	§0
Flat L-Shape	§0
Flat Triangle	§0
Flat Octagon (Diagonal)	§0
Flat Square	§0
Triangular Deck	§162
Square Deck	§216
L-Shaped Deck	§216
Octagonal Deck	§216
Rounded Deck	§307
Rounded Deck (Large)	§526
Rounded Deck (X-Large)	§795
Square Deck (Diagonal)	§216
Square Room (Diagonal)	**§480**

Wall Sculptures



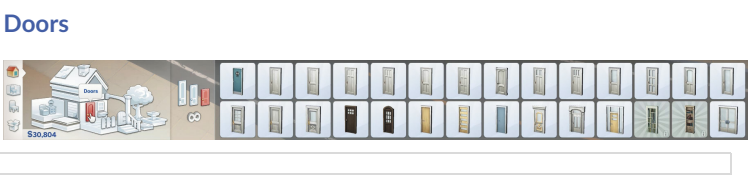
Object	Price
Decorative Corbel	§20
Scrollwork Corbel	§45
Wall Vent of No Particular Distinction	§45
Mega Wall Hunk	§60
Windowbox of Superiority	§75
UV Catcher Wooden Awning	§75
Mission-Styled Slatted Wooden Balcony	§125
Neighborly Windowbox	§140
Dandy Strip Awning	§145
Boxy Iron Balcony	§235
Curved Iron Balcony	§340
Made in the Shade Tiles Awning	§415

Windows



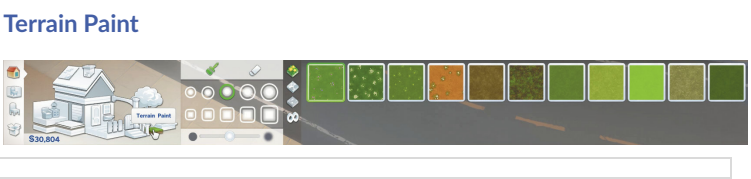
Object	Price
Short Classic Casement	§30
Light Box Window	§30
Glacemaster 1700C - EpicWide	§30
Glacemaster 1700C	§30
Glacemaster 1700C - Combo	§30
Octopane	§35
Classic Casement	§35
The Woodcutter's Window	§40
Double Hung Window	§40
Farmyard Window	§45
Shutter to Think	§45
Almost Secure Safety Window	§50
The Peacock	§50
Barn Sash Window	§55
Surburban Outlook	§55
Energy King	§60
The Craftsman	§60
Tall Order	§65
Square on Square	§65
TriPane Three-Panel Window	§65
Modern Awning	§65
Narrow Outlook	§70
Kitty Corner Casement	§75
Pessimist's Porthole	§80
Mega Window (Budget DeLite)	§85
Mega Window (Cloverleaf)	§90
Mega Window (Budget Deluxe)	§95
Mega Window	§100
Mega Window (Deluxe)	§105
Mega Window (Double Budget DeLite)	§110
Mega Window (Double Deluxe)	§115
Angle on the World	§120
Let There Be Light	§130
Tete-a-Tete	§135
Outside In Window Wall	§140
Double Vision	§140
Mega Window (Shutter)	§145
Mega Window (Reverse Shutter)	§150
Old Meets View	§155
Bunker Bather	§160
Vintage Vista	§165
The Clapper	§175
Angel Wing	§180
The High Brow	§190
Mega Window (Double Grand)	§200
Mega Window (Grand)	§210
Quadruple Awning	§220
Arch You Happy to See Me?	§225
Mega Window (Double Budget Grand Deluxe DeLite)	§230
Let There Be More Light	§235
The Looker	§245
Fenestral Maneuvers in the Dark	§255
Porthole Peeper	§265
Outside In Double-Window Wall	§280
Mega Window (Grand Deluxe)	§290
The Lofty Looker	§305
Bay-utiful Designs	§320
Basic Bay Window	§325

Doors



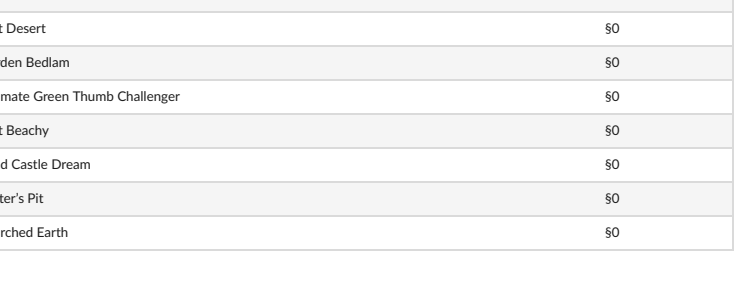
Object	Price
Featureless Fiberglass Door	§50
Simple Single-Panel Door	§90
Simple Two-Panel Door	§95
Wooden Four-Panel Door	§100
Wooden Five-Panel Door	§105
Wooden Three-Panel Door	§110
Geometric Six-Panel Door	§115
Wooden Prairie-Style Two-Panel Door	§125
Unbranded Entry Devices	§145
Overdesigned Window	§150
Marine Biologist's Choice	§155
Perfect Pane Door	§160
Kablammo Superdoor	§165
Yes Siree Door!	§170
Exterior Door with Multipane	§175
Two-Panel Wooden Door	§175
Diamond Panel Entry Door with Window	§240
Mega Door (Budget DeLite)	§250
Mega Door (Deluxe)	§260
Exterior Door with Multipane Window and Fanlight	§275
Diamond Panel Entry Door with Window and Fanlight	§290
Plain Wooden Door	§305
Modern Wooden Door with Frosted Glass Insets	§320
Stark Front Door	§335
Two-Panel Arched Door with Frosted Glass	§350
Two-Panel Arched Door with Frosted Glass Plus Fanlight	§365
Arched Door with Double Panes	§405
Modern Wood Door Plus Short Sidelights and Transom	§445
Modern Wood Door Plus Tall Sidelights and Transom	§465
Hidden Bookcase Door	§300
Door of Perception	§350
Commercial Double Door with Push Bar	§50
The Action-item	§50
Two-Panel Double Door	§340
Double Door with Curved Panels	§355
Simple Wooden Double Door	§370
Simple Glass Double Door	§385
Mega Double Doors (Basic)	§400
Mega Double Doors (Deluxe)	§415
Mega Double Doors (Grand)	§425
Simple Double Door with Transom	§470
Steel and Glass Double Door with Narrow Transom	§485
Steel and Glass Double Door with Tall Transom	§495
Framed Double Door	§535
Double Door with Sidelights and Faux Columns	§560
Double Door Framed By Faux Columns	§585
Double Door with Arch, Fanlight and Sidelights	§600
Keystone-Style Arch	§50
Narrow Post and Lintel Frame	§80
Simple Post and Lintel Frame	§85
Narrow Mission-Style Arch	§180
Prairie Post and Lintel Knockoff	§185
Pointless Renovation	§200
Trabeated Entry Frame	§210
Wide Entry Frame	§220
Prairie-Style Entry Frame	§230
Mission-Style Arch	§270
Arch with Keystone	§280

Terrain Paint



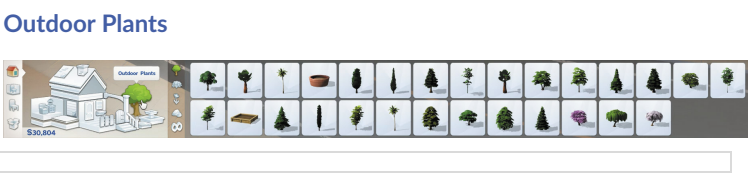
Object	Price
Toe Ticklers	§0
Field of Flowers	§0
Desert Blooms	§0
Sahara Surprise	§0
Dew or Die	§0
Scratchy in Patches	§0
Natural Oasis	§0
Sunburnt Sod	§0
Green with Envy	§0
Too Hot to Trot	§0
Emerald Forever	§0
Saver Paver	§0
Patchwork Pavers	§0
Pebbles Please	§0
Cobbled Together	§0
Flagstone Pavers	§0
Desert River Rock	§0
Reclaimed Cobblestones	§0
Cliff Huggers	§0
Gravel & Grit	§0
Desert Pavers	§0
Bricks and Mortar	§0
Two-Tone Stone	§0
Gro-Gro Garden Activate!	§0
Smarter Starter Soil	§0
Sun-Kissed Sands	§0
Just Desert	§0
Garden Bedlam	§0
Ultimate Green Thumb Challenger	§0
Just Beachy	§0
Sand Castle Dream	§0
Putter's Pit	§0
Scorched Earth	§0

Fountains



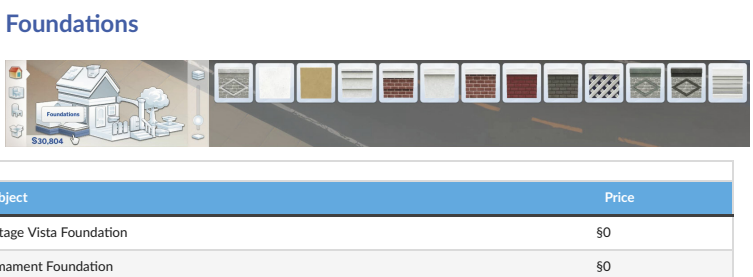
Object	Price
Fountain Tool	§48
Triangle Fountain	§24
Square Fountain	§48
Square Fountain (Diagonal)	§96
Octagonal Fountain	§336
Fountain Tile Trim	§0
Stone Trim	§0
Budget Fountain Surround	§0
Small Leaping Water Emitter	§45
Small Dancing Water Emitter	§50
Small Skipstone Water Emitter	§55
Small Circular Water Emitter	§55
Jet Water Emitter	§60
Spraying Water Emitter	§60
Small Dome Water Emitter	§65
Medium Leaping Water Emitter	§65
Small Double Dome Water Emitter	§70
Medium Dancing Water Emitter	§70
Medium Skipstone Water Emitter	§75
Medium Spraying Water Emitter	§80
Medium Circular Water Emitter	§85
Medium Jet Water Emitter	§90
Medium Dome Water Emitter	§95
Medium Double Dome Water Emitter	§100
Large Leaping Water Emitter	§105
Large Dancing Water Emitter	§110
Large Skipstone Water Emitter	§135
Large Spraying Water Emitter	§140
Large Circular Water Emitter	§180
Large Jet Water Emitter	§190
Large Dome Water Emitter	§240
Large Double Dome Water Emitter	§325

Outdoor Plants



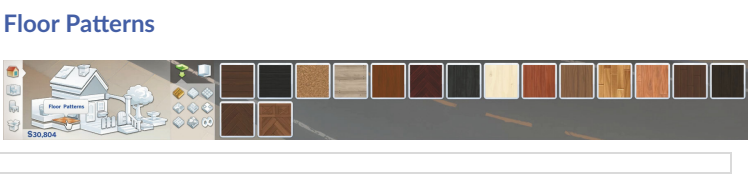
Object	Price	Environment
Elm Tree	§30	
Majestic Palm	§35	
Desert Fan Palm	§40	
Garden Pot	§50	
Upright Cypress Tree	§55	
Graveyard Cypress Tree	§60	
Ornamental Magnolia Tree	§65	
Ornamental Bamboo Tree	§75	
Royal Palm	§80	
Hawthorne Tree	§85	
American Beech Tree	§105	
Pine Tree	§110	
Southern Magnolia Tree	§115	
Mesquite Tree	§145	
Quaking Aspen Tree	§150	
European Beech Tree	§155	
Garden Planter Box	§200	
Evergreen	§210	
Slender Cypress Tree	§210	
Birch Tree	§230	
Washington Palm	§300	2
Ponderosa Pine Tree	§315	2
Oak Tree	§330	2
Japanese Beech Tree	§445	2
Norway Spruce Tree	§465	2
Upright Cherry Tree	§485	2
Weeping Willow Tree	§550	2
Weeping Cherry Tree	§580	
Green, Green Grass	§40	
Wild Grass	§50	
Low-Lying Pale Yellow Flowers	§55	
Pink Azalea Flowers	§75	
Lovely Lavender Bush	§80	
Lovely Lavender Hedge	§85	
Pretty Little Ditties	§90	
Low-Lying Palm Plant	§120	
Blue Hydrangea Flowers	§140	
Bulbous Bush	§145	
Not-Grass Grass	§120	
Unkempt Shrubbery, Wide	§155	
Starter Hedge	§160	
Hedge Row	§200	
Lotta Llama Topiary	§210	
Lollipop Topiary, Tall	§220	
High Hedge	§230	
Unkempt Shrubbery, Tall	§275	2
Lollipop Topiary, Stout	§395	3
Topiary Master's Elephant	§500	2
The Oso Succulent	§45	
Belligerent Barrel Cactus	§60	
Peter Pot Cactus	§65	
Fido's Fencepost Cactus	§70	
Saguaro Cactus	§105	
Agave Plant	§110	
Swashbucklers Sword Cactus	§115	
Proud Pansies	§30	
Dull Daisies	§35	
Oopsa Daisies	§50	
Assorted Wildflowers	§60	
Appleblossom - Square	§70	
Appleblossom - Triangle	§70	
Appleblossom - Curved	§70	
Helenium - Square	§70	
Helenium - Curved	§70	
Helenium - Triangle	§70	
Lily of the Valley - Square	§70	
Malva - Curved	§70	
Malva - Square	§70	
Malva - Triangle	§70	
Lily of the Valley - Curved	§70	
Lily of the Valley - Triangle	§70	
Hedera canariesnsis - Square	§70	
Hedera canariesnsis - Curved	§70	
Hedera canariesnsis - Triangle	§70	
Perennial Hydrangea - Curved	§70	
Perennial Hydrangea - Square	§70	
Perennial Hydrangea - Triangle	§70	
Sunrose Bush	§80	
Purple Perennial Flowers	§100	
Passion's Kiss	§140	
Red Flower	§190	
Shaggi-luscious	§270	2
Molten Volcano Flowers	§270	2
Pink Aster Nots	§345	2
Red, Red Rose Bush	§45	
Baby's Bottom Rose Bush	§55	
Red, Red Shrub	§105	
Hedge of Blue Flowers	§200	
Firstborn Sunflower	§75	
Head to Head Sunflowers	§135	
Hipster Rock Duo	§60	
Stone of Versatility	§90	
Rock of Wonder	§145	
Silent Sentinel Rock	§245	
Apprentice Rock Set	§450	

Foundations



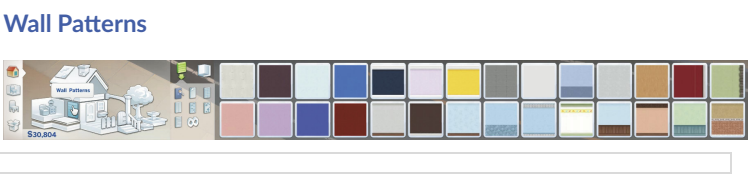
Object	Price
Vintage Vista Foundation	§0
Firmament Foundation	§0
There for You Foundation	§0
The Armageddon Foundation	§0
Better Than Bricks Foundations	§0
Presto Foundation	§0
Ton of Bricks Foundation	§0
Decent Exposure Foundation	§0
Mixed Identity Foundation	§0
Love of Lattice Foundation	§0
Awesome Argyle Foundation	§0
Punk Rock, Baby	§0
The Woody	§0

Floor Patterns

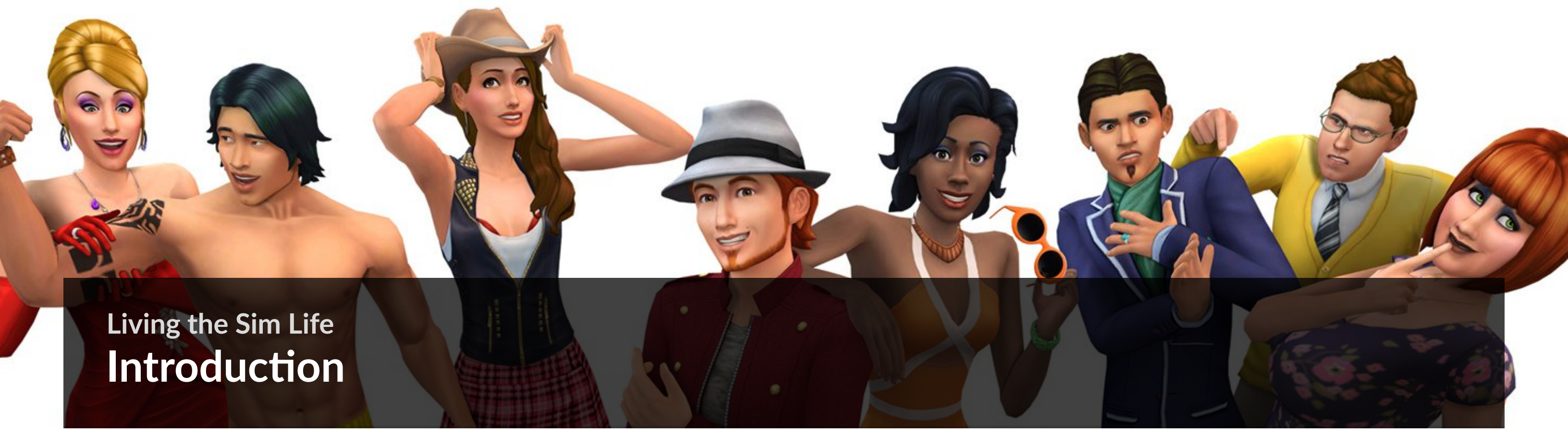


Object	Price
Limber Lumber Traditional Hardwoods	§4
Limber Lumber Fashion Hardwoods	§4
Chipper Tanbark	§4
Rustic Subfloor Slats	§4
ForestFine Wood Flooring	§4
Mahogany Herringbone Hardwood Floors	§8
Eco-Craft Hardwood Flooring	§8
Old World Wide Plank Flooring	§8
Bowl of Cherrywood Floors	§8
Handscraped Wood Flooring	§8
Glorious Grain Hardwoods	§8
Chestnut Flooring	§8
Walk the Short Plank Hardwood Floors	§8
Heartwood Plank Flooring	§12
Herrinbone Hardwood Flooring	§16
Elegant Parquet Flooring	§20
Trumpet Vine Embossed Carpet	§4
Plush Comfort Carpeting	§4
Antique Stone Tile	§4
Best in Beige Accent Tile	§4
The Octagon Designer Tile	§4
Tessellations Floor Tile	§4
Classic Rustic Tile	§4
Rustic Glazed Tile Flooring	§4
Whole Lotta Terracotta Large-Format Tiles	§4
Lotta Glaze Tiles	§4
In Your Veins Marble Tile	§4
Plain Jane Floor Tile	§4
Kidsaw! Soft Jigsaw Flooring	§4
Acceptable Floor Tile	§4
Acceptable Patterned Floor Tile	§4
Soft Landing Playground Cover	§4
Lotta Glaze Tiles	§8
Lotta Terracotta Tiles	§8
Edwardian Tile	§12
Accent! Terracotta Tiles	§16
Numbers Game Tiles	§16
Great Gravel	§4
High-Style Conrete	§4
Brick and Blush	§4
Another Slab o' Concrete	§4
Where the Rubber Hits the Road	§4
Sidewalk Slabs	§4
A Fine Geometry Pavers	§4
Cushiony Concrete	§4
A Clean Slate Tile	§4
Concrete Pavers with Gravel Accent	§4
Throwback Cobblestone & Brick Pavers	§4
Perfect Pebble Paver	§4
Hi-End Concrete	§4
GlamorTuff Stained Concrete	§8
Rustic Slate Pavers	§8
Tried and True Tarmac	§8
Slab o' Concrete	§8
Setting Sun Terracotta Pavers	§8
No Moss Stone Pavers	§12
Rustic Sandstone	§12
Quaint Flagstone	§12
Check Mate! Marble Flooring	§16
Klassy Large-Format Marble Tiles	§16
Construction-Quality Concrete	§0
Terracotta Parade	§4
Follow the Herringbone Road	§8
Fancy Large-Format Terracotta Tiles	§8
Fancy Terracotta Tiles	§8
Best Brickery	§8
Academia Brick Pavers	§8
Brick Parquet Pavers	§8
Weathered Brick	§8
Geometric Flagstone	§12
Classic Large-Format Flagstone	§12
Baked Earth Terracotta	§12
Old-Fashion Herringbone	§12
Kitchenette Faux-Tile Linoleum	§4
Basic Beige Linoleum	§4
Brushed Metal Flooring	§4
Galvanized Metal Flooring	§4
Diamond Life Metal Flooring	§4
On the Grid Metal Flooring	§4
Out to Pasture Grass with Wildflowers	§4
Out to Pasture Grass	§4

Wall Patterns



Object	Price
Drywall	§0
Basic Darks	§2
Basic Pastels	§2
Basic Standards	§2
Basic Darks with White Trim	§2
Basic Pastels with White Trim	§2
Basic Standards with White Trim	§2
Patterned Plaster	§4
Pure Expressions	§4
Dulcet Duet	§4
Plaster Makes Perfect	§4
Stucco'n You	§4
Borderline	§4
Stony Brook	§4
Impeccable Plaster	§4
Art of Subtley	§4
EveryShade	§4
Hand-Painted	§4
Desert Skies	§4
Essence of Pastel	§4
The Lion in Fall	§4
Seashells on the Seashore	§5
Queen's Privy	§5
Prehistoric Freezerbunnies	§5
Above-Deck	§5
Arbor Ardor	§5
Garden Glory	§5
Marble Marvel	§6
I've Been Framed	§6
Slate & Great	§6
March of the Penguins	§6
Pretty in Plastic	§7
Brick & Plaster	§8
Bathhouse Blues	§8
Fair & Square	§8
Grass-a-frass	§8
Little Wing Kids' Mural	§8
Flower Child	§8
Louis the Fourth	§8
Darling Dinos	§9
Beehive	§10
Pleasing Profiles	§10
All Square	§10
Posies and Poinsettia	§2
Bumpilicious	§4
Preppy Baby	§5
Seeing Spots	§6
Striped Splendor	§6
Primrose Path with Trim	§6
Golly Gee Gingham	§7
Prim & Trim with Paneling	§7
Slide Unlock	§8
Petite Fleur Brocade	§8
Grand Damask Paper	§8
Modern Brocade	§8
Primrose Path with Paneling	§9
Primrose Path with Chair Rail	§9
Electric Sheepskin	§10
Strip o' Stripes	§10
Grand Damask Paper	§12
Modern Brocade	§12
Eldan Secrets	§12
Brocade Accents Paneled Wall	§12
Floral Fancy	§12
Digital World	§2
Pixel Perfect	§2
Dare to Be Square	§4
Lil Bit of Color	§4
Mosaic Dreams	§4
Sterilized	§4
Gristle Glue	§5
Nature's Glow	§5
Onderson Sun	§5
Slippery Walls	§5
King Me	§5
Checkmate	§6
Dream within a Dream	§8
Martian Soil	§2
Pinstripe Grains	§4
Retro Lux	§4
Stucina	§5
Scully's Office	§5
Suspiciously Unremarkable	§5
Sweetpea	§5
Firehouse Brick	§5
Vaiyon Slacks	§6
Starboard	§6
Stucco Sandwich on Sourdough	§8
Deep Wood	§10
Dashing Deco	§10
Barnyard Beauty	§11
Granny's House	§12
Pretty in Plaster	§4
Terracotta Trima	§5
The Brickery	§5
The Brickery with Wood Trim	§5
The Brickery with Corner Accent	§5
The Brickery with Stone Corner Accent	§5
Applause Clapboard with Charcoal Brick and Wood Trim	§5
Applause Clapboard with Charcoal Brick	§5
The Brickery Elite with Corner Accent	§5
The Brickery Elite with Wood Trim	§5
IndustryMatters Brick Facade with Corner Accent	§5
IndustryMatters Brick Facade with Wood Trim	§5
The Brickery Elite	§6
Better Days Brick Facade	§6
IndustryMatters Brick Facade	§6
Better Days Brick Facade with Corner Accent	§6
Better Days Brick Facade with Wood Trim	§6
Industrial Interest	§12
Vertical Hold	§12
Urbanity	§12
Blocked Out	§12
Country Fieldstone	§5
Mega Stacked Stone	§6
Nature's Mosaic	§9
Rustic Riverstone	§9
Simple Siding	§4
Clapboard Crush	§4
Simple Siding	§4
Clapboard Crush (with edging)	§5
Cabin Woods	§5
Colonial Cabin	§5



Living the Sim Life

Introduction

The previous two chapters covered getting started with *The Sims 4*. Finally, after creating a Sim and then a household, you are ready to let your Sim start living his or her life—with your guidance of course. A lot of factors affect Sims. Your mission is to help your Sims achieve their goals and live their life to pursue happiness—or whatever they may desire. This is complicated, but don't worry. This chapter has been organized to help you understand what your Sims need and how to help them get it.

VERY INSPIRED
$37,682

Living their lives is what Sims live for.

Learning the Lingo

The Sims 4 has a lot of terms that may be unfamiliar to new players. Veteran players of previous *The Sims* games will need to learn some new ones as well. This section will bring you up to speed on terms used in the game and in the guide.

- **Aspirations:** If you have played previous *The Sims* games, this is similar to a Lifetime Wish. However, Aspirations are so much more. Think of an Aspiration as a long-term goal. Each Sim can have one Aspiration at a time and they provide a series of steps or requirements to achieve the Aspiration and receive a reward. You can change Aspirations for your Sims at any time.

- **Traits:** Traits were discussed in greater detail already in Make a New You. You select these attributes for your Sim during the creation process. These do not change during a Sim's life. However, as Sims age and complete Aspirations and then choose new Aspirations, they can gain additional traits. New traits can also be purchased at the Rewards Store. Traits affect how Sims interact with other Sims and their environment and can also affect a Sim's needs.

- **Whims:** If you played earlier versions of *The Sims*, you might remember wishes. Whims have replaced wishes in *The Sims 4*. Whims are short-term goals. A Sim can have up to three whims at a time. As you complete a whim, your Sim is rewarded with Satisfaction Points. Whims also serve as a guide. They prompt you to do things that will help your Sim. Whims are based on your Sim's traits, current emotional state, skills, and the Sim's situation.

- **Satisfaction Points:** As you complete whims, Aspirations, and other activities, your Sim receives Satisfaction Points. Spend these at the Rewards Store for potions and additional traits for your Sim.

- **Moodlets:** Moodlets are factors that affect your Sim's emotional state. They can be positive, negative, or neutral. Most moodlets have a timer showing how long they will affect your Sim. Moodlets are caused by interactions with other Sims, your Sim's actions, the environment, and the state of your Sim's needs. Each moodlet is associated with an emotion and some, such as Good Moodlets, will bolster moodlets of other emotions.

- **Emotions:** In the past, Sims had basic emotions or moods and the player's goal to was keep Sims happy. *The Sims 4* added emotions. These reflect the cumulative assortment of moodlets your Sim has collected recently. So while you may have a variety of different moodlets, your Sim's current emotion is based on the stronger moodlets or the combination of similar moodlets. It is important to monitor your Sim's emotions because they affect a Sim's abilities. Emotions can even allow your Sim to do specific actions that are only available when in a related emotional state.

- **Needs:** As in the past, Sims have individual needs: Bladder, Hunger, Hygiene, Social, Fun, and Energy. These needs are affected by environment, activities, and relationships. While emotions and moodlets usually take center stage for your Sim, don't neglect your Sim's needs. If you don't take care of their needs, your Sims will get negative moodlets that then affect their emotions, which further affects their abilities and actions.

- **Socials:** Socials are the interactions that take place between Sims. There are literally hundreds of socials. Not all socials are available right away and at all times. Some are unlocked by developing skills or by being in a specific emotional state. Others are activated by the traits you give your Sim. Use socials to direct a conversation and engage other Sims, paying attention to their likes and dislikes so you can build better relationships. Socials are an important way to get to know other Sims, make friends, and even find the love of your Sim's life. It is also the way you can find out about other Sims and learn their story.

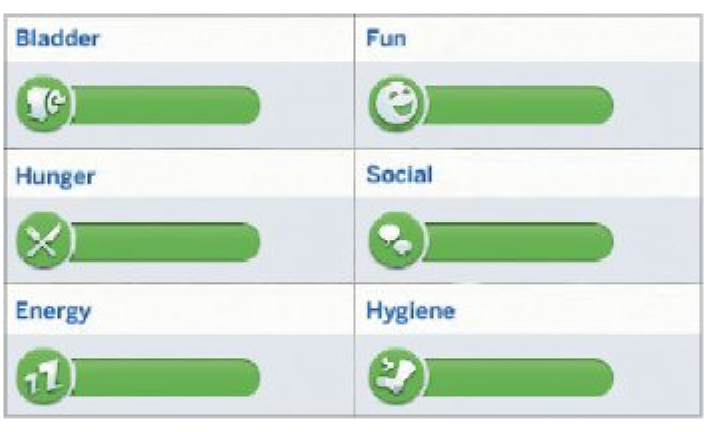
- **Skills:** Sims can learn a variety of talents such as Programming, Cooking, and Fitness. These skills are often related to careers or hobbies. Certain activities increase your skill ranking. As you develop skills, new actions and abilities become available.

- **Careers:** Maintaining a household costs money. Your Sims need an income so they can pay the bills, buy food, and purchase items for their household. Careers provide such an income. Your Sims can choose from a variety of careers, and each career has 10 levels. A Sim can be an entertainer, a cook, a criminal, or even a secret agent or an astronaut. Sims can also make money by using their skills—entertaining other Sims, writing books, and so forth.

Living the Sim Life

Meeting Your Needs

The Sims 4 uses a minimal interface so that you can focus on the lives of your Sims rather than looking at controls and buttons. However, you still need to access information on your Sims to help them meet their needs. On the bottom right corner of the game screen, there are seven icons. Clicking on these icons opens up a series of windows that provide important information on your currently selected Sim. The icon on the far right side with a smiley face is for needs. Click on it to open a window that shows all six needs with a bar representing your Sim's current needs.

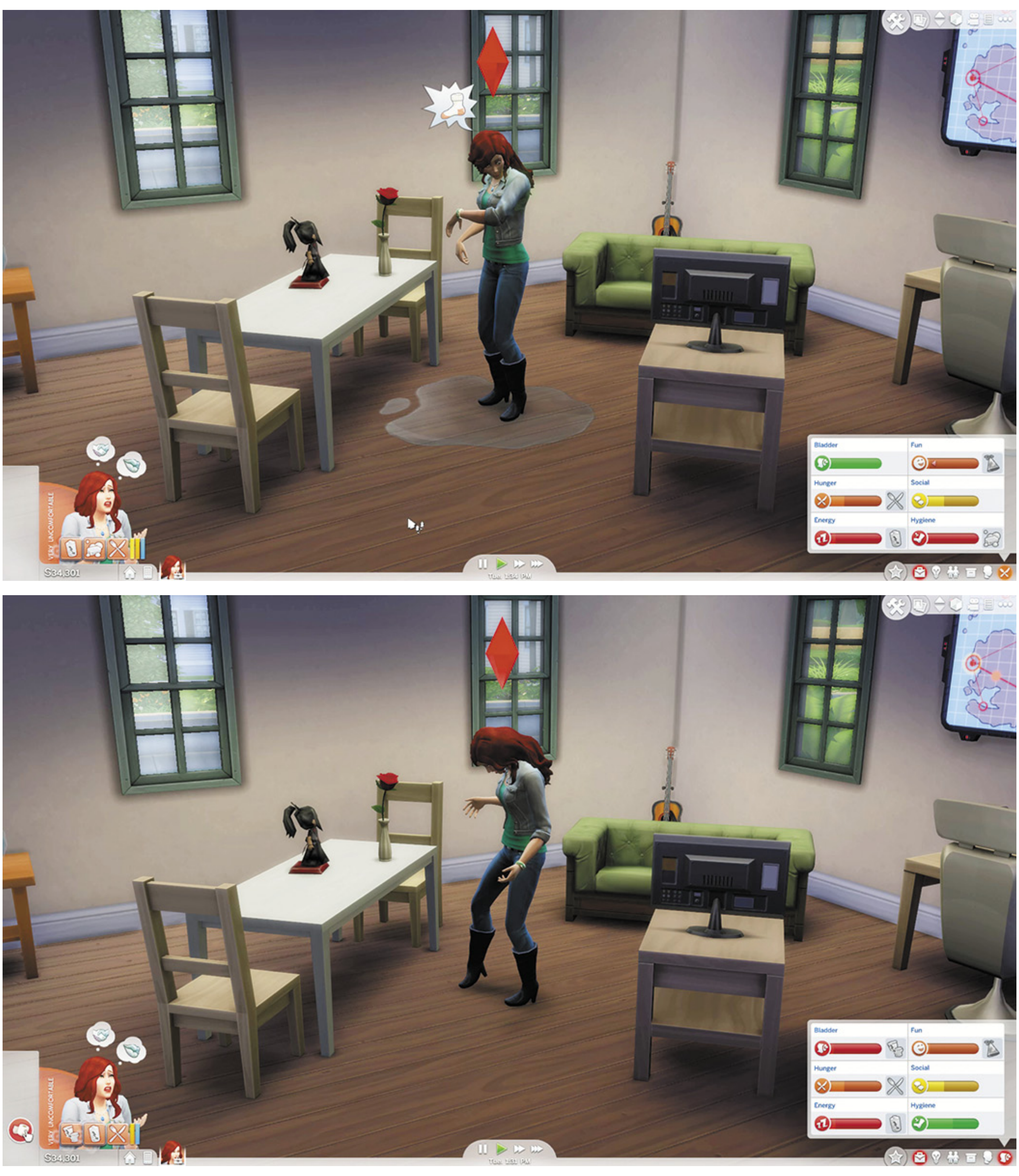


Everyone has needs—even Sims. Help them take care of their needs by checking the Needs window.

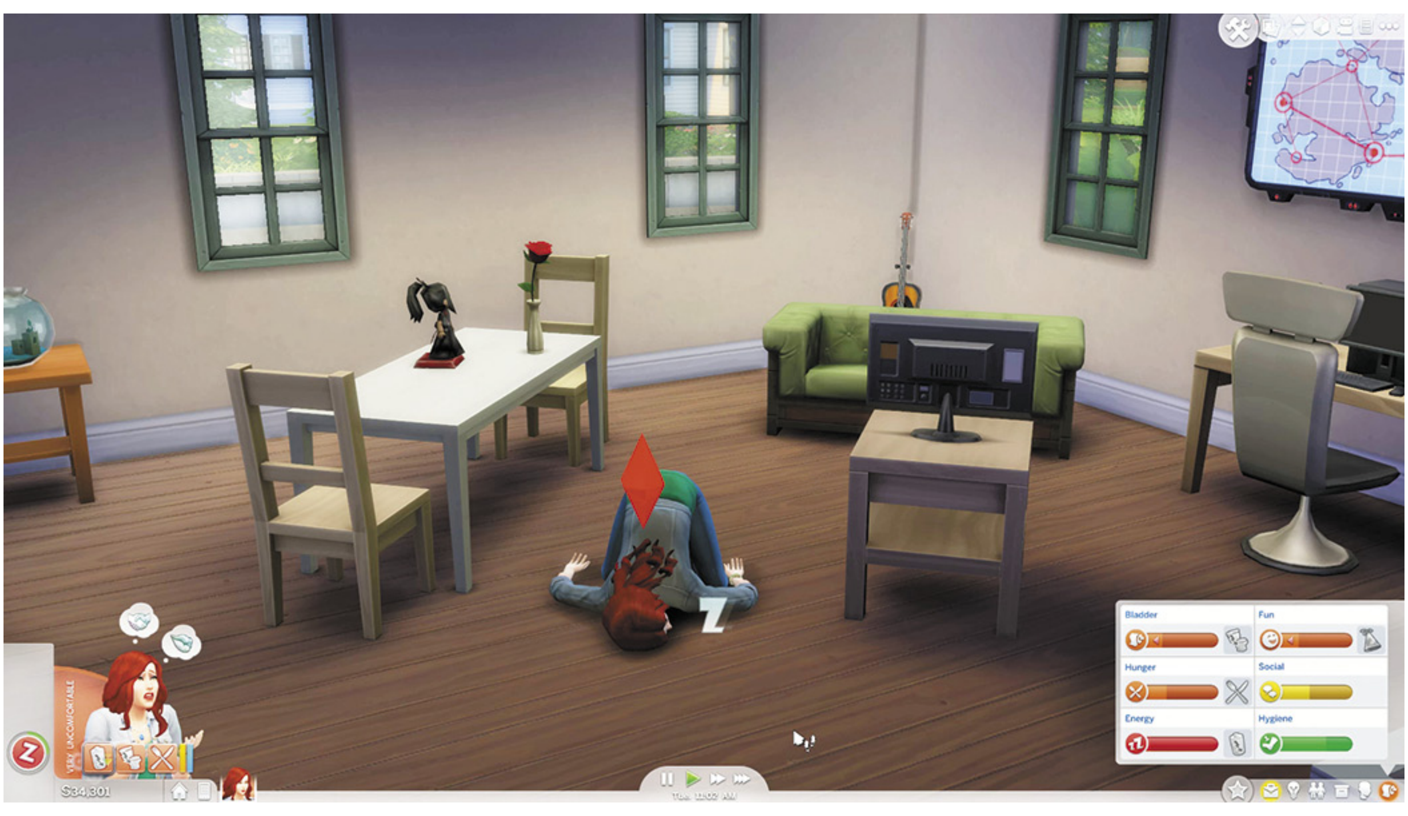
When you first begin a game, your Sim's Needs window should show all six needs in the green. That is where you want them to be. As your Sim goes throughout the day, these values get lower and their color changes from green to yellow to orange and then to red. When you get into the orange and red, your Sim can receive negative moodlets that affect his or her emotions. This can then affect the Sim's ability to socialize, complete tasks, and be effective at work. Eventually, if you do not take care of your Sim's needs, there can be serious consequences.

Consequences of Need Neglect

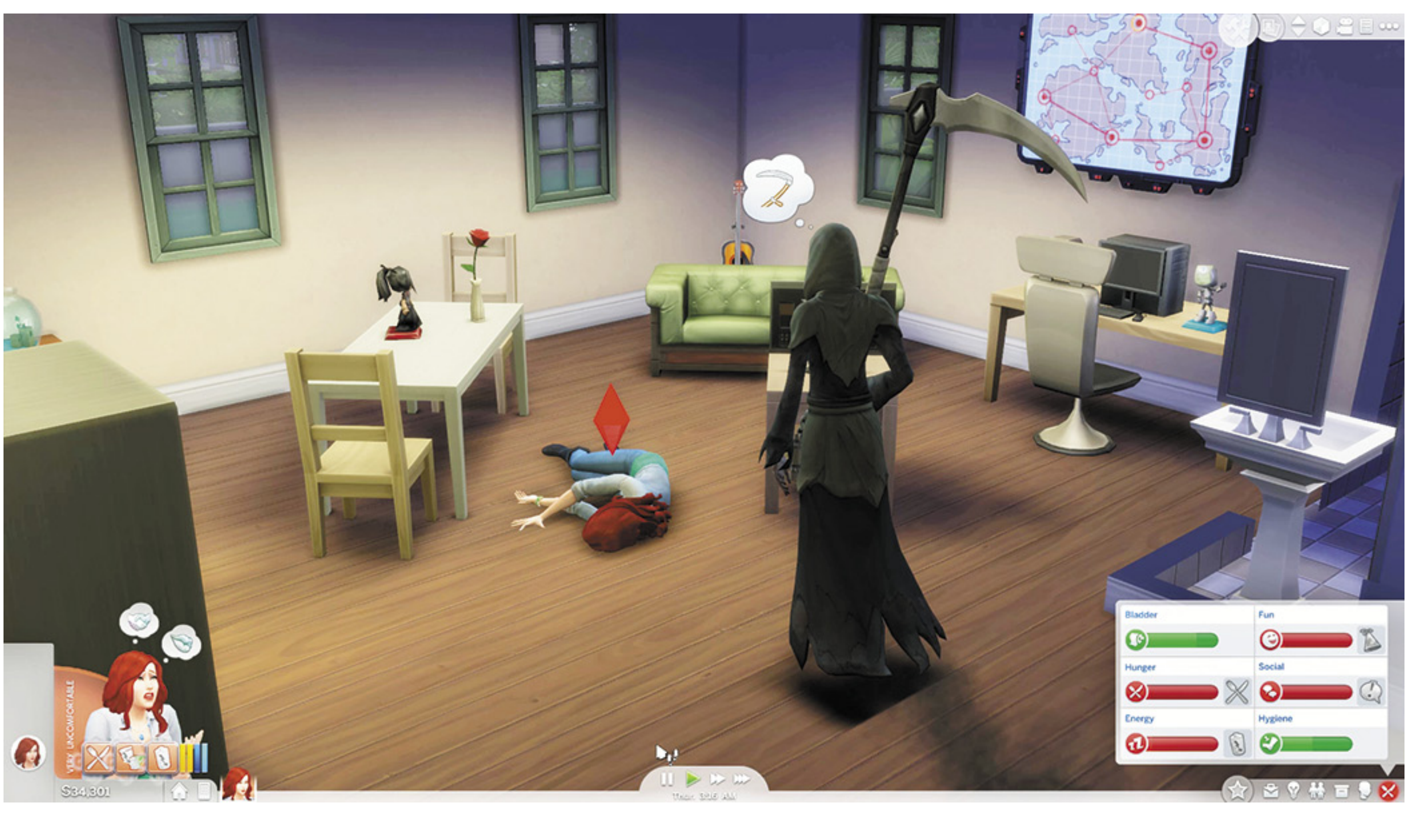
Need	Consequence
Bladder	Sim pees in clothes, creates a puddle, and lowers Hygiene
Hunger	Sim gets Hungry, then Ravenous, then eventually starves to death
Energy	Sim passes out
Fun	Sim becomes Tense
Social	Sim becomes Sad
Hygiene	Sim stinks and offends other Sims



If you don't take care of the Bladder need, Sims will wet themselves and create a puddle on the floor that must be mopped up. The Sim's Hygiene will tank as well.



Your Sims need some rest. If they get exhausted, they will eventually pass out right where they were standing.



If Sims don't eat, they eventually starve to death.

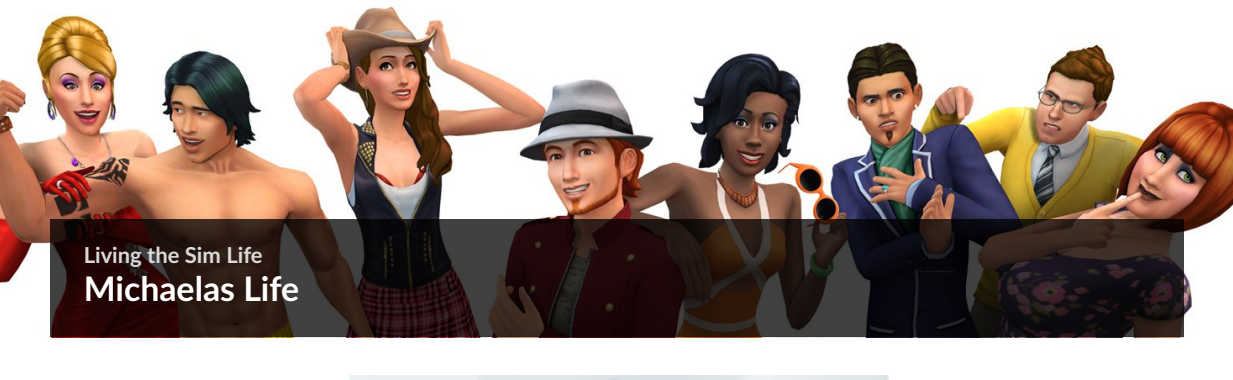
Tip

While playing, keep an eye on your Sim's plumbob—that green crystal over your currently selected Sim's head. When it is green, all of your Sim's needs are met. However, as some of the needs begin to deteriorate, the plumbob will change colors to represent the state of the need with the lowest value. This lets you know to open the Needs window and take action.

Now that you can see the consequences of neglected needs, lets discuss how to take care of those needs. Bladder is an easy need to take care of. Just click on a toilet and select Use. If you are at a park, you can click on a restroom and select Use. Hunger is another easy need to fix. Just have your Sim eat something. As long as you have a stove or a refrigerator—or other related item—your Sim can get a meal to deal with Hunger need. When your Sim's Energy gets low, have them take a nap or sleep. You can do this in a bed or even on a sofa or bench. Of course, sleeping in the bed will provide more Energy need than napping on a sofa. Drinking certain beverages can also give your Sim Energy. When in need of Fun, your Sim can play a video game, watch television, or read a book. Social needs can be met by chatting with other Sims either on a cell phone or with a computer. Or just get out of the house and talk to some other Sims. Finally, when Hygiene gets low, take a shower, wash hands, or brush teeth to take care of that need.

Tip

Does your Sim have a need? A quick way to take care of the need is to open the Needs window and then click on the icon next to the meter for the need that requires some action. This automatically gives your Sim an appropriate action to take care of that need. For example, if your Sim's bladder needs attention, click on the Bladder icon next to the meter and your Sim will be assigned an action to use a toilet. This quick way to assign actions is useful when controlling several Sims at once.



Living the Sim Life

Michaelas Life

Michaela Leigh is ready to live on her own and make her way in the world. Luckily the real Michaela is there to help her out so she can have a great life.

A lot of things go on in a Sim's life. While the basics of fulfilling needs has been covered, the best way to learn the rest is to just get into a game and start playing. This section is a walkthrough of a few days in the life of Michaela Leigh—the Sim. It shows how to get started in a game and several of the things Sims can do. Let's get to know Michaela first.

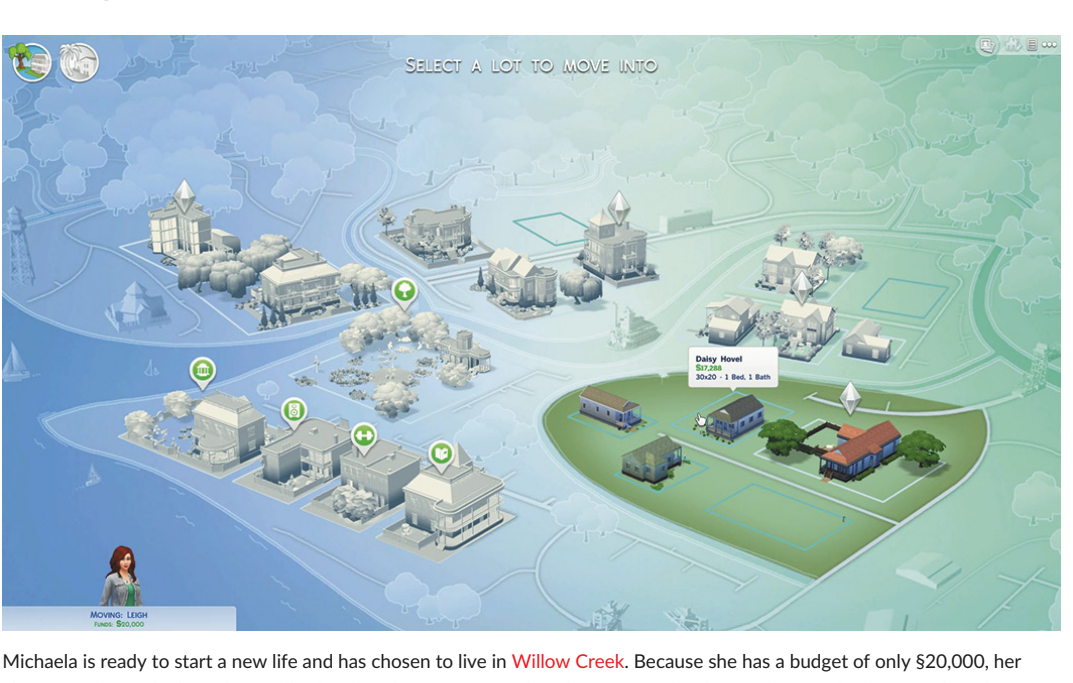
Michaela Leigh

- **Aspiration:** Serial Romantic
- **Trait 1:** Alluring
- **Trait 2:** Loves Outdoors
- **Trait 3:** Outgoing
- **Trait 4:** Romantic

Note

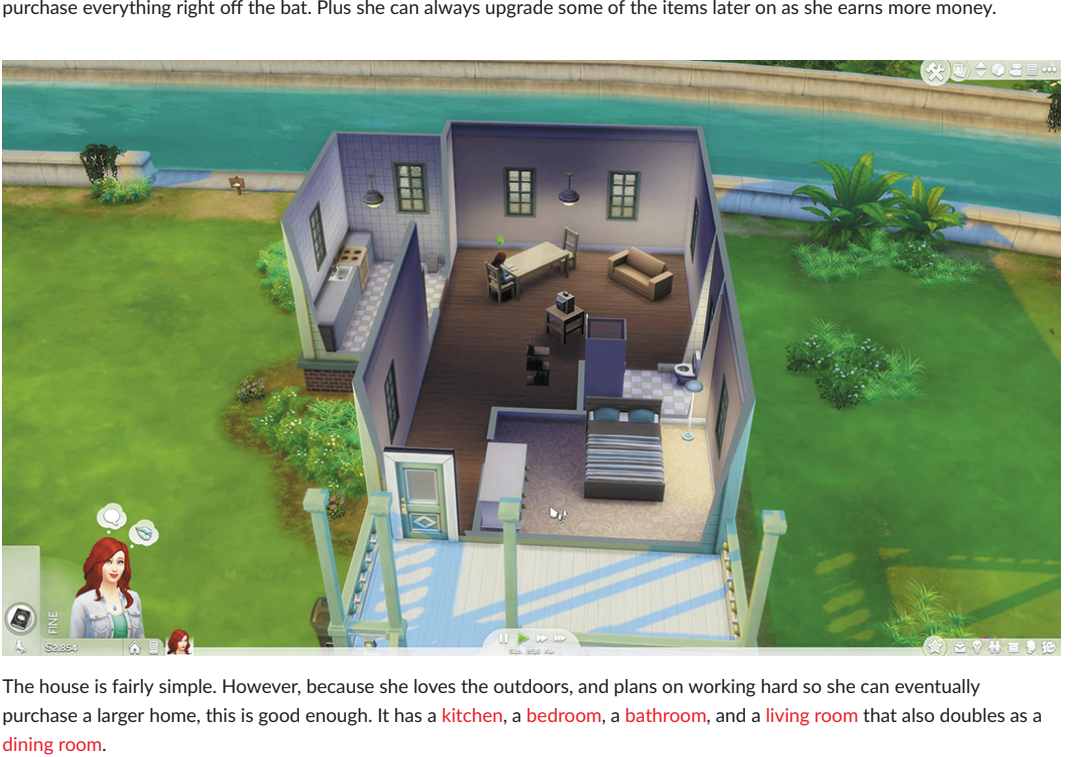
This walkthrough covers the basics. Find more information on Aspirations and Whims later in this chapter. Other topics, such as Socials, Careers, Emotions, Skills, and so forth are covered in later chapters.

Getting Settled

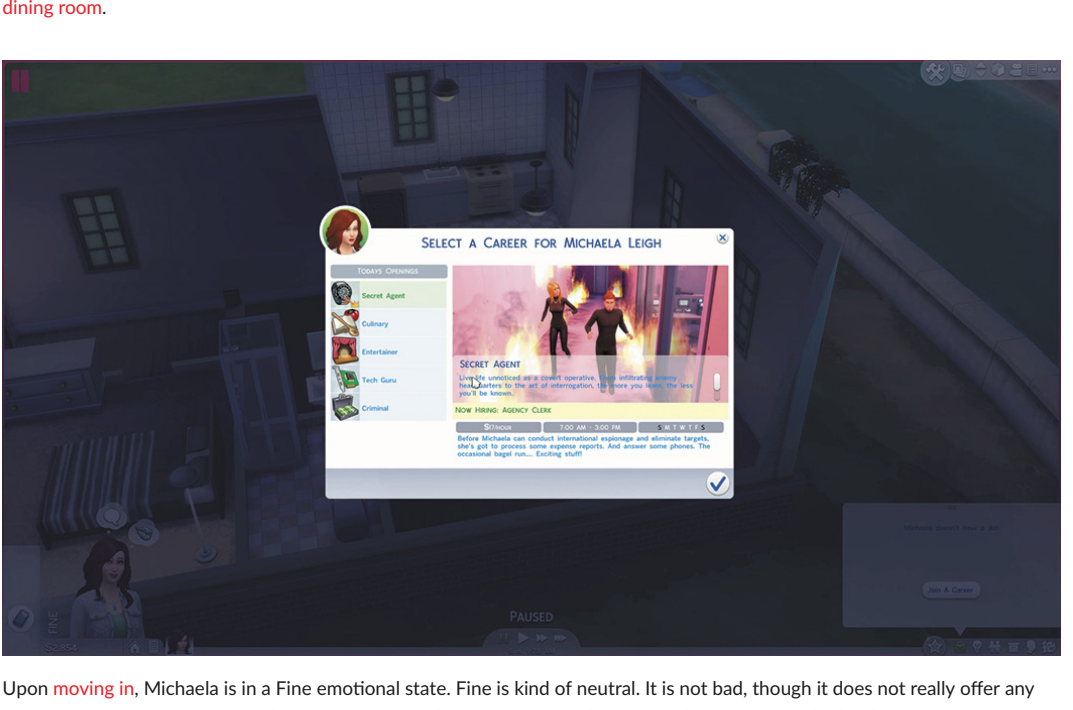


Michaela is ready to start a new life and has chosen to live in Willow Creek. Because she has a budget of only §20,000, her choices are limited. The only neighborhood in this community that she can afford is the Garden Ward. There are three houses from which she can choose. Because she is single, she just needs one bedroom and one bathroom. However, she would like to do some gardening in the future, so she picks the Daisy Hovel because it has a larger lot and some space for outdoor activities.

While it is a bit more expensive, she decides to buy the house fully furnished. She does not want to worry about having to purchase everything right off the bat. Plus she can always upgrade some of the items later on as she earns more money.



The house is fairly simple. However, because she loves the outdoors, and plans on working hard so she can eventually purchase a larger home, this is good enough. It has a kitchen, a bedroom, a bathroom, and a living room that also doubles as a dining room.



Upon moving in, Michaela is in a Fine emotional state. Fine is kind of neutral. It is not bad, though it does not really offer any advantages either. To get some different emotions, she needs to start doing something. Because she has less than §3,000, and will need some more money if she wants to buy some items for her home, she will need to get a job. So she picks up her cell phone and looks for a career. She sees that there are openings in five different careers areas. Criminal is not in her personality and neither is tech guru. While she toys with going into entertaining, she finally decides to be a secret agent. She loves spy movies and her Romantic and Outgoing traits might come in handy.

Daily Activities

It is Sunday morning and Michaela does not have to go to work until Monday morning. One of her traits is a love of the outdoors, so she decides to explore her yard. Behind the house she sees a rock. Curious as to what type it might be, she goes over and digs it up. It turns out to be Furium. This is a rare metal. Not bad for her first time looking at rocks. She adds it to her inventory and thus begins a collection of metals. In addition, because she went outside, her trait gives her a Fresh Air moodlet which changes her emotion to Happy. This morning is starting out well.

Pleasant Conversation

Being in a Happy mood, Michaela considers a whim. Since she is new in the neighborhood, why not meet someone new? She sees an elderly man walking down the street and decides to go over to meet him. She selects a friendly introduction. She learns his name is Dennis Kim. As she completes this first whim, she earns some Satisfaction Points and gets a new whim—Make a Friend. As she begins carrying on a conversation, she chooses from a menu of socials. Because she wants to make a friend, she selects from the friendly socials. Because she is Happy, she can choose two socials that are unlocked by this emotion—Brighten Day and Heartfelt Compliment. As she continues the conversation, she gets a new moodlet. Pleasant Conversation is a happy moodlet and helps bolster her Happy emotion.

Tip

When Michaela became Happy, her emotion color changed to green—the color of Happy. A green whim appeared to Meet Someone New. The color of the whim lets you know that this whim is based on the Happy emotion.

Michaela made a new friend and completed some more whims. After meeting some more neighbors and exploring the neighborhood, she noticed that her Hygiene had gone down and she was grungy. As this moodlet overpowered her Happy moodlets, her emotion changed to Uncomfortable. So Michaela headed home and took a shower. As she cleaned up, she lost the Grungy moodlet and the moodlets from socializing that were still in effect helped her become Happy once again.

As Michaela becomes hungry, she decides to make a meal. She goes to the refrigerator and sees what she can make. Because she does not have a lot of experience cooking, she only know how to make a few things. She decides a garden salad would be good. As she prepares the meal, she gains the Cooking skill. This is added to the Charisma skill and Comedy skill that she gained from socializing with her neighbors.

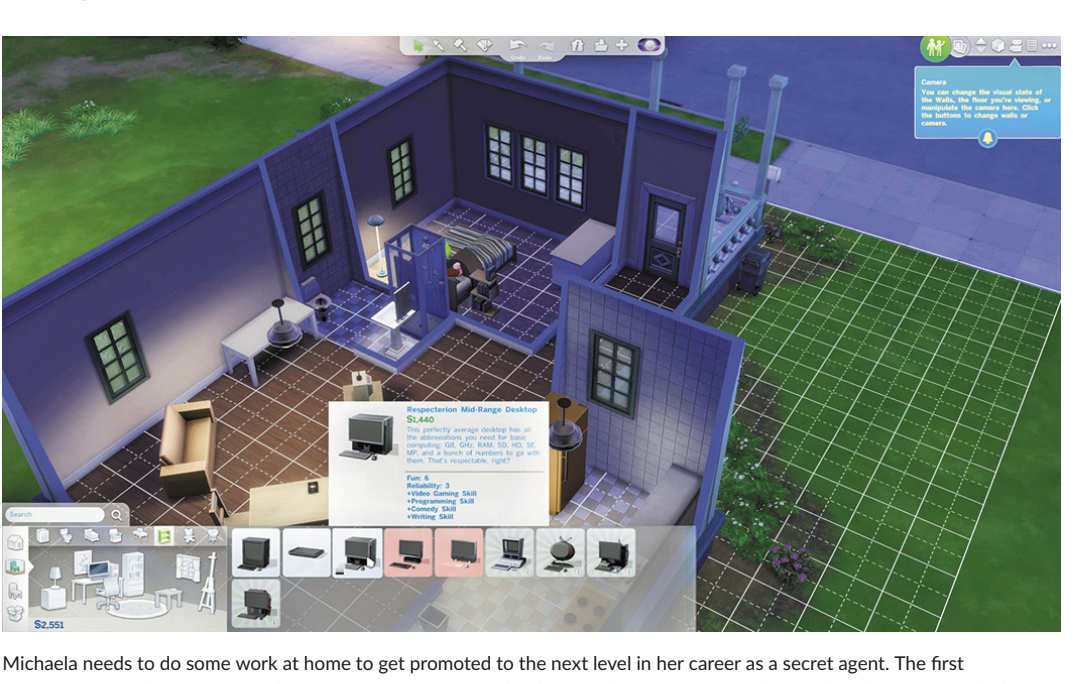
Tip

You can learn a few skills just by socializing with other Sims. Selecting socials with a sunglasses icon helps you develop Charisma. Tell jokes or select funny socials to work on Comedy. If you want the Mischief skill, then select mischief socials.

After enjoying her salad, Michaela cleans up her dishes. By keeping her home clean, she avoids negative moodlets. As evening approaches, Michaela decides to watch television to have a little fun. Because she would like to learn more about cooking, she chooses to watch the cooking channel. This allows her to develop her Cooking skill while getting some Fun need.

She has to work early in the morning, so Michaela decides to go to bed and get some sleep. She changes into her sleep outfit. Before long, she is out and getting some serious zzz's. She will be well rested for her first day at work.

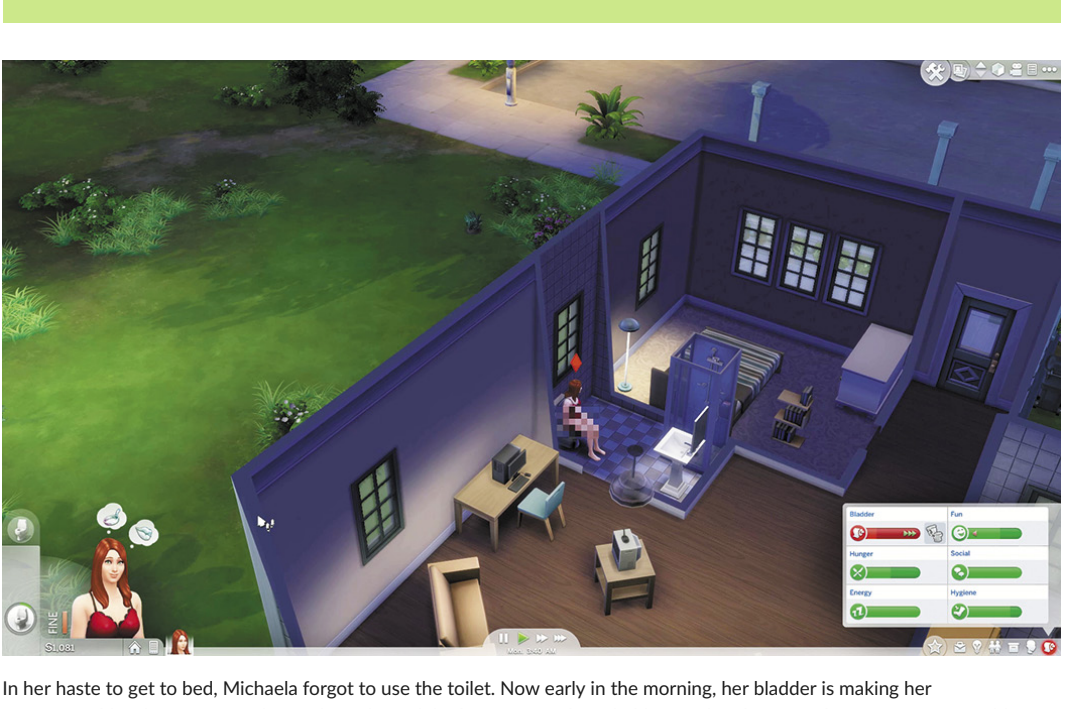
Going to Work



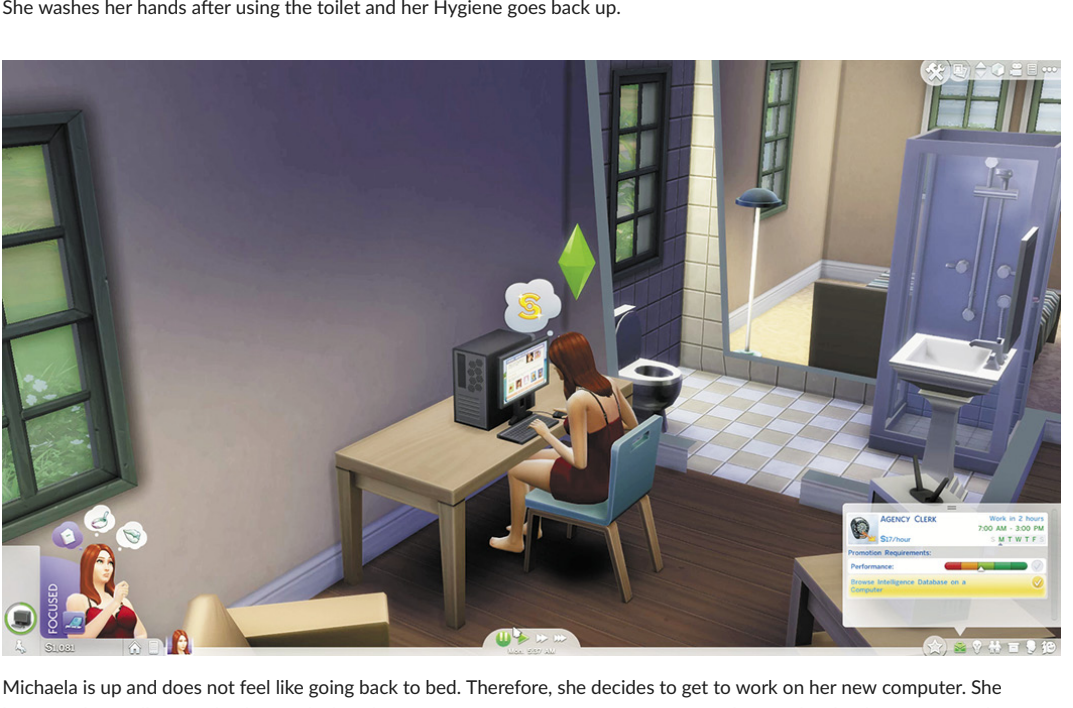
Michaela needs to do some work at home to get promoted to the next level in her career as a secret agent. The first assignment is to do some research on a computer. Because she does not have a computer, she needs to buy one. To do this, go to the Build View by clicking on the Build Mode icon in the upper right corner. Then in the lower left corner, select the Objects by Room button and then choose Study. Start with a desk, then put a computer on it. Now Michaela needs a desk chair. Once they are put into her home, she will be all ready to go when she wakes up. Click on the Live Mode icon to return to the game.

Tip

Computers are very useful to have in your home. Most homes do not come with a computer, so you need to purchase one from Build Mode. You will usually need a desk and chair as well unless you just want to use your dining table. With a computer, you can learn and develop several different skills, and some careers require you to use a computer to gain promotion.



In her haste to get to bed, Michaela forgot to use the toilet. Now early in the morning, her bladder is making her uncomfortable. She gets up and uses the toilet. While this improves her Bladder need, it decreases her Hygiene. No problem. She washes her hands after using the toilet and her Hygiene goes back up.



Michaela is up and does not feel like going back to bed. Therefore, she decides to get to work on her new computer. She browses the intelligence database, which is the requirement for getting a promotion to the next level of her career. In the process, she gains the Possible Lead moodlet which helps her get a Focused emotion.

At 7 AM, Michaela is off to her first day of work. Because she already did her assignment at home, she wants to put in a lot of effort to try for a promotion. She decides to take a risk instead of working normally. While this puts in more effort, it also gives her a chance for a Confident or Sad moodlet. Her effort pays off. She gets a promotion after her first day. This gives her more money per hour of work. She also gets some bonus money and a new desk chair—the Swiveler—which is only available to secret agents.

Note

You can choose how hard your Sims work at their careers. While they are at work, click on the icon of two people that appears over a Sim's small portrait at the bottom of the screen. This opens up a menu that allows you to select the effort your Sim puts into the job. The default is normal. However, you can select from choices that either tell your Sim to work less but have fun or socialize, or you can tell your Sim to work hard with the result that he or she will come home tired and possibly tense from working so hard.

Working hard is a good way to get promoted for a career. However, it can decrease a Sim's Fun need. If you do this, be sure to provide some fun when your Sim gets home from work.

Michaela is excited about her promotion. However, she needs some fun, so she heads outside. There is a fishing spot right next to her home. She learns the Fishing skill but does not catch anything. She may need to read a book about fishing to build up her skill or try fishing at another spot. It appears that the fish in this area are too crafty for her.

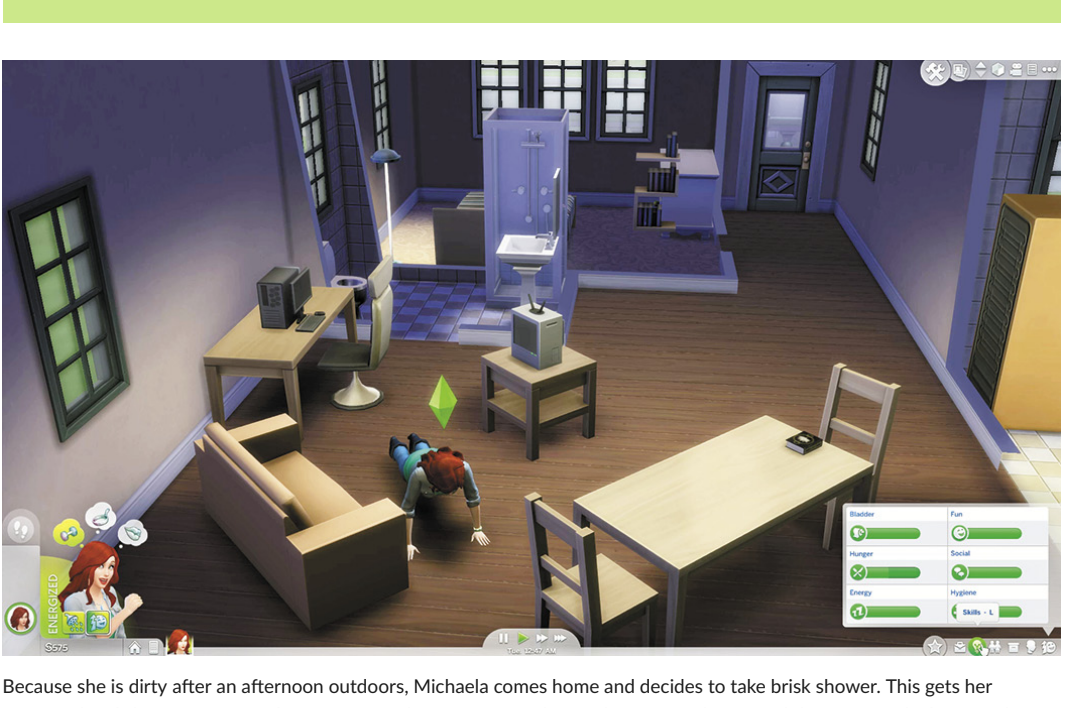
Note

Fishing is a way to collect a certain type of object—fish. They can then either be mounted or put into a bowl in your home for display. You do not need to buy a fishing pole to do this activity. Instead, just look for a sign next to some water and click on it to open a menu where you can choose to fish. As you advance through the Fishing skill, you can eventually use bait to help you catch more and different fish.

While she had no luck fishing, Michaela is enjoying being outdoors. As she walks around, she looks at some of the plants and then finds a hollow log. This looks like a good place to find frogs. After searching the log, she finds a Striped Leaf Frog and adds it to her collection. She then digs up a nearby rock and finds an emerald crystal. Michaela's collections are growing.

Tip

Sim can work on completing several different collections. To view your collections, select the Inventory icon from the screen's lower right corner, then when the Inventory window opens, select Collections. There are 13 different types of collections. You can use some items to decorate your home, while others you can sell.



Because she is dirty after an afternoon outdoors, Michaela comes home and decides to take brisk shower. This gets her Energized and she wants to use that energy. A whim encourages her to do some push ups, and then a second whim gets her to do sit ups. As a result, she gains the Fitness skill. Michaela then has a quick meal before turning in for some sleep. She has another day of work in the morning.

Tip

Showers are a great way to change your Sims' emotions. A brisk shower Energizes, a steamy shower makes Sims Flirty, and a thoughtful shower leaves a Sim Inspired.

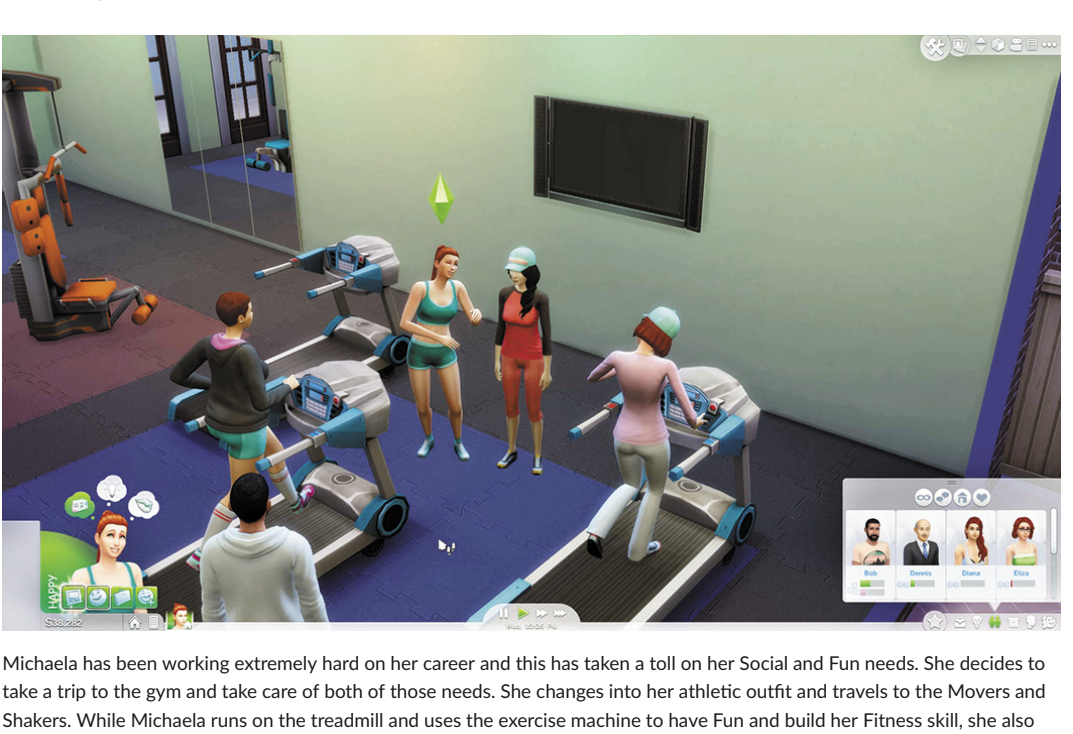
Michaela's bed is uncomfortable. As a result, she does not get fully rested by the time morning rolls around. As a result, she can't work as hard because she becomes fatigued. She has some money from her first day on the job, so she decides to upgrade her bed. She sells her old bed that came with the house and buys a better bed that helps with stress and discomfort relief.

After preparing a meal, Michaela sits down and watches television while she is eating. This allows her to improve her Hunger need and either have Fun or improve her Cooking skill if she watches the cooking channel. Because she is determined to get another promotion, Michaela then goes to her computer and works on the Programming skill to get it to level 2, which is her next career requirement. Her efforts pay off—the next day at work she gets another promotion!

Tip

Sims can multitask in several situations. They can watch television while eating or working out, and they can also socialize while doing these actions. Always try to do several actions at once if possible to maximize your efficiency.

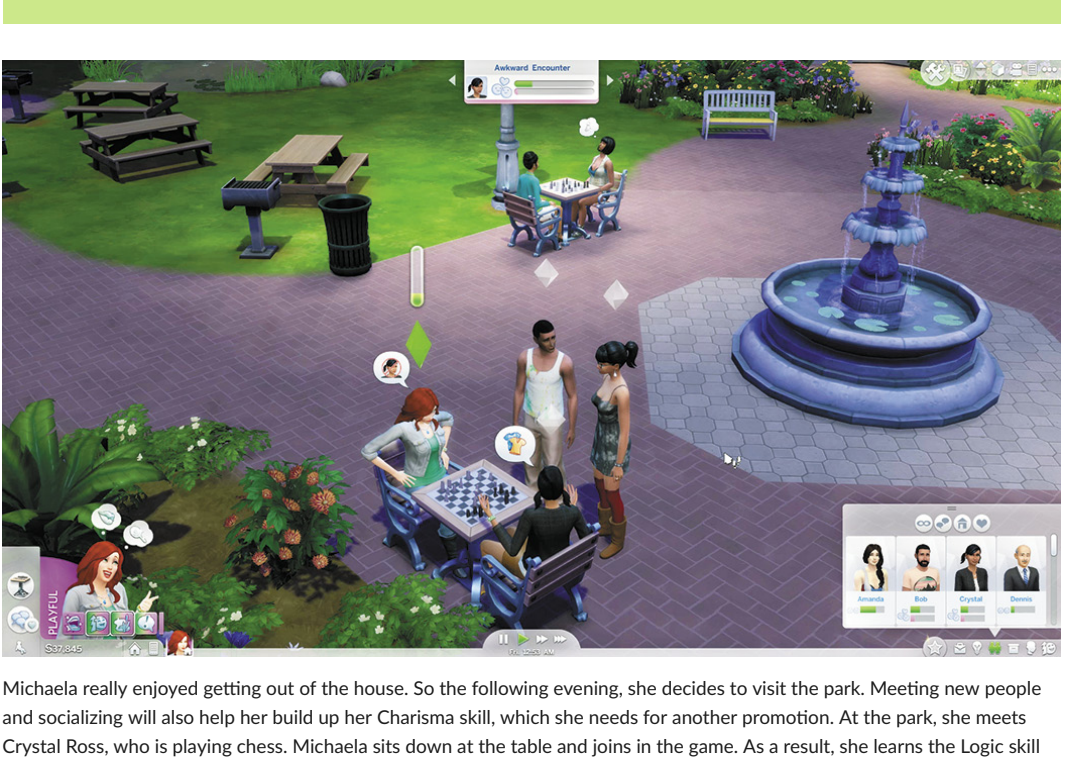
Having Fun



Michaela has been working extremely hard on her career and this has taken a toll on her Social and Fun needs. She decides to take a trip to the gym and take care of both of those needs. She changes into her athletic outfit and travels to the Movers and Shakers. While Michaela runs on the treadmill and uses the exercise machine to have Fun and build her Fitness skill, she also takes time to meet several new Sims and socialize. Then it is back home for a meal and bed.

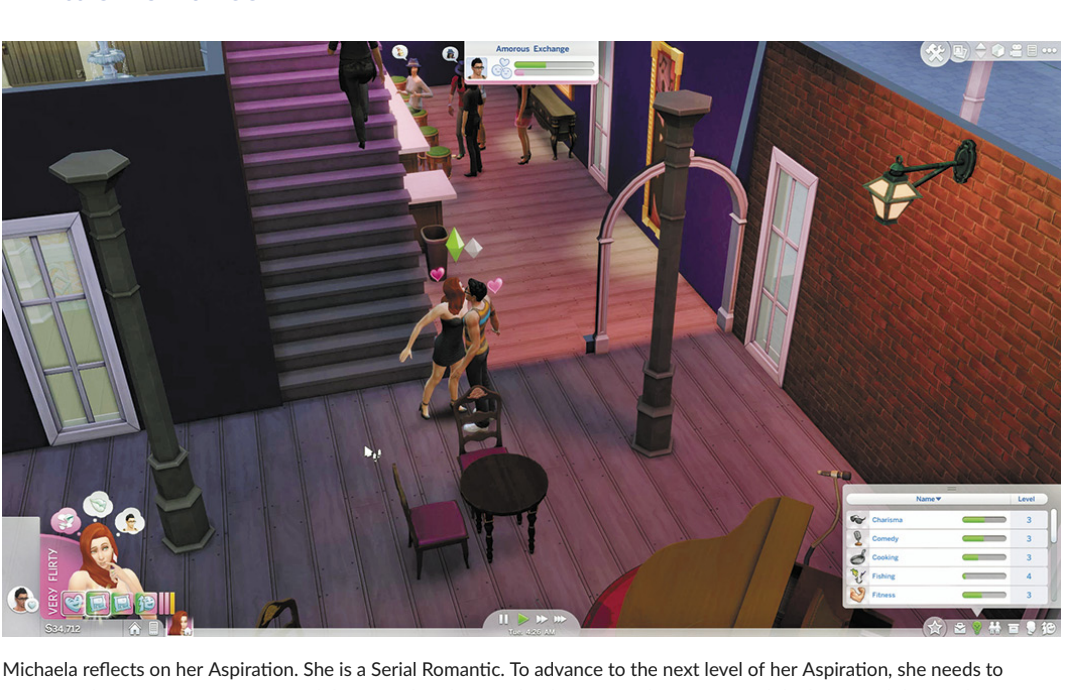
Tip

To travel to another location, you can either zoom the view all the way out until the magnifying glass icon appears and click on it, or use your cell phone and select travel from the menu.



Michaela really enjoyed getting out of the house. So the following evening, she decides to visit the park. Meeting new people and socializing will also help her build up her Charisma skill, which she needs for another promotion. At the park, she meets Crystal Ross, who is playing chess. Michaela sits down at the table and joins in the game. As a result, she learns the Logic skill and maintains a conversation while playing chess—thus working on two skills at once. Other Sims come over and join the conversation, allowing Michaela to make some more acquaintances and friends.

A Little Romance



Michaela reflects on her Aspiration. She is a Serial Romantic. To advance to the next level of her Aspiration, she needs to initiate 10 kisses or go on 2 successful dates. On her day off, she does some cleaning around the home and then in the evening, changes into her party outfit and travels to the nightclub. She makes a flirty introduction to Don Lothario and then begins a conversation. While it begins friendly, Michaela switches to romance socials and flirts with Don. As he also becomes flirty, Michaela goes for a first kiss and Don seems to enjoy it.

Tip

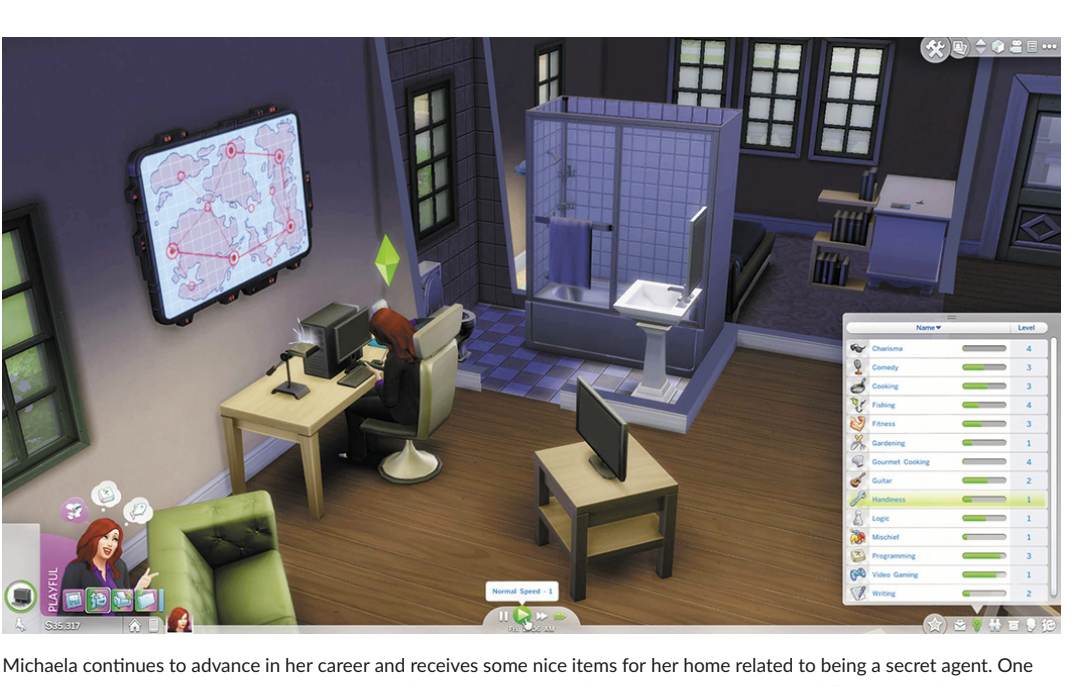
It is important to watch the emotions of Sims with whom you are socializing. Start off friendly. Then if you want to move to romantic, start off with a few romance socials and see how they are received. A window appears at the top of the screen showing the Sim you are with, and the green and pink bars show your friendship and romance respectively. Get the pink bar at least a quarter of the way across before going for a first kiss. You don't want to end up with an awkward situation where your feelings may not be returned.

Suggestive Conversation

On a whim, Michaela decides to ask Don out on a date. She chooses the museum as a destination. The two travel to this venue and then begin the date. Michaela invites Don to sit down at one of the tables and begins a conversation. She flirts with him as well to help move the date along. As the night progresses, she gives him a massage and even asks Don to be her boyfriend. He agrees, and when Michaela comes home from the date, she needs to take a cold shower to get out of her very flirty mood. She ended up with a Silver medal for the date—not bad for a first date.

Note

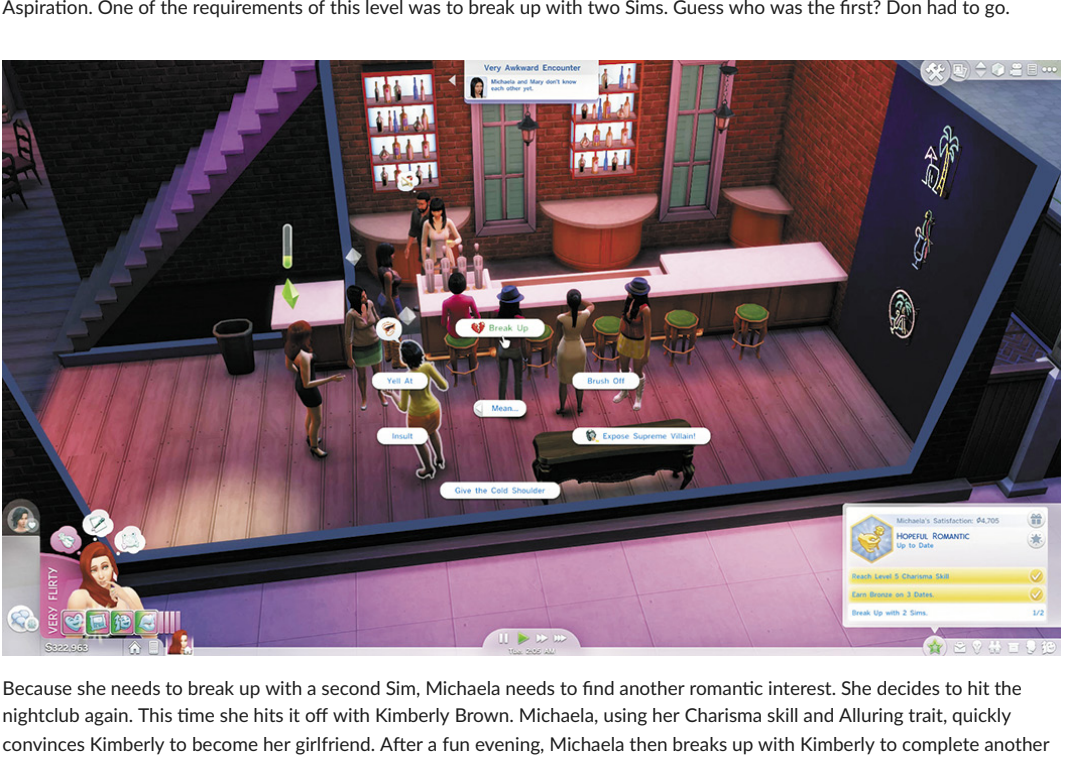
Social events, such as dates, are graded and have a series of goals or objectives that must be met. The more objectives you complete, the better the results of your date. Always try for a Gold award. During these events, a window appears in the screen's upper left corner. A meter shows how successful the event is, the time remaining, and the objectives you still need to complete. Use this to monitor your event and determine what you need to do to get the Gold.



Michaela continues to advance in her career and receives some nice items for her home related to being a secret agent. One night while doing some work on the computer, it breaks down. Not willing to pay the steep repair bill, Michaela decides to fix it herself. Though it takes her a while to complete the task, she fixes the computer and learns the Handiness skill. That will definitely come in...handy.

Very Awkward Encounter

The second date with Don does not go so well. However, this date allows Michaela to advance to the second level of her Aspiration. One of the requirements of this level was to break up with two Sims. Guess who was the first? Don had to go.

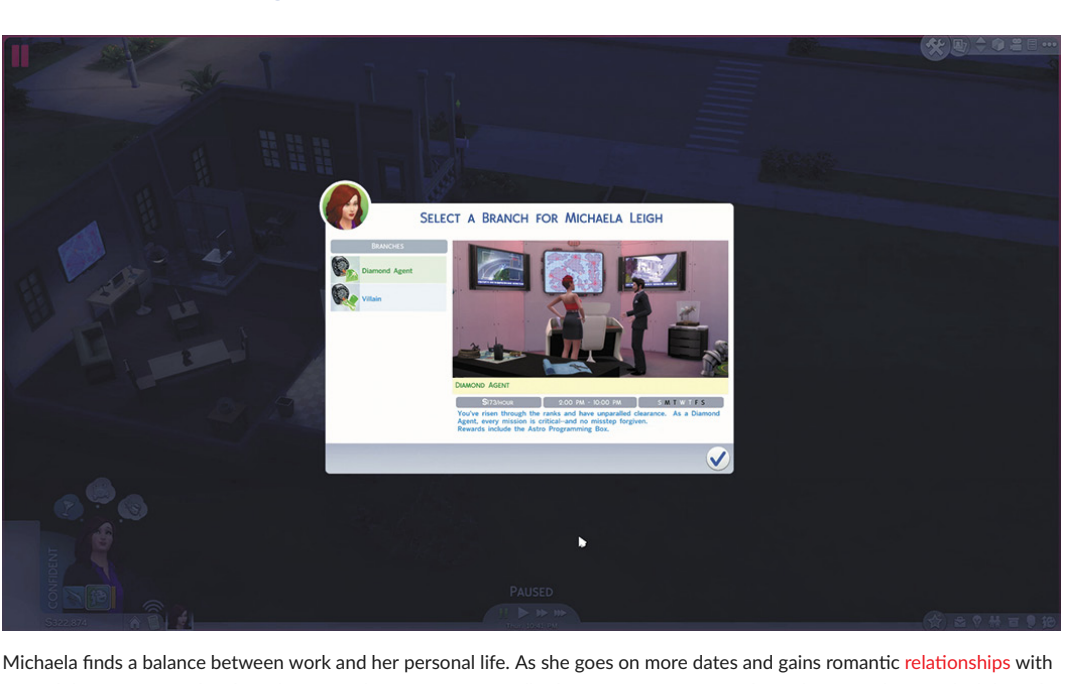


Because she needs to break up with a second Sim, Michaela needs to find another romantic interest. She decides to hit the nightclub again. This time she hits it off with Kimberly Brown. Michaela, using her Charisma skill and Alluring trait, quickly convinces Kimberly to become her girlfriend. After a fun evening, Michaela then breaks up with Kimberly to complete another requirement for her Aspiration. However, she receives the Break Up Blues moodlet, which is related to the Sad emotion.

Tip

Sometimes you need to be mean to other Sims to complete goals or requirements. There is an entire category of mean socials. Go here when you need to break up with a boyfriend or girlfriend.

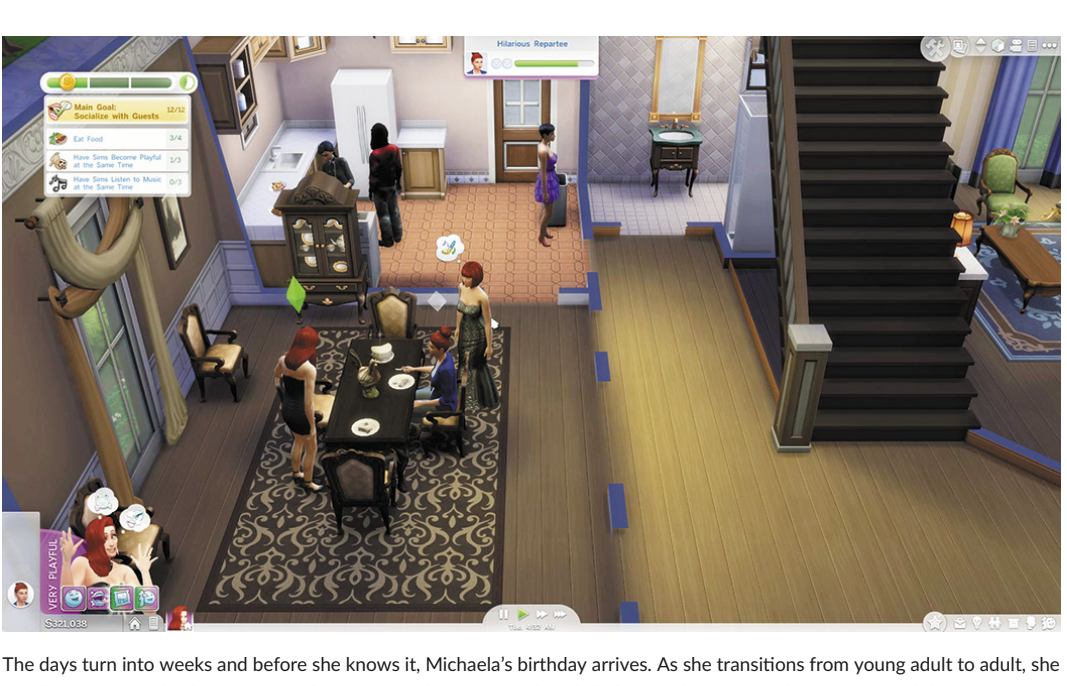
The Whole Package



Michaela finds a balance between work and her personal life. As she goes on more dates and gains romantic relationships with several different Sims, she also advances in her career. Eventually she gains a promotion where she must choose which branch of secret agent she wants to pursue—Diamond Agent or Villain. While she is a heartbreaker, she does not want to be a Villain, so she becomes a Diamond Agent.

Note

Each career eventually branches into two different branches with different end points. Therefore, while there are 8 different careers, there are 16 different end points for careers.



The days turn into weeks and before she knows it, Michaela's birthday arrives. As she transitions from young adult to adult, she decides to throw a birthday party and invite several of her friends to help her celebrate this milestone. Around this time, Michaela also completes her Aspiration of being a Serial Romantic. She decides to pick a new Aspiration. Now she wants to settle down and get married, so she selects the Soulmate Aspiration. Now she just needs to propose to one of her romantic interests and get married. Who knows what is next? A bigger house? Children? A new career? The choices are endless.

Mailboxes

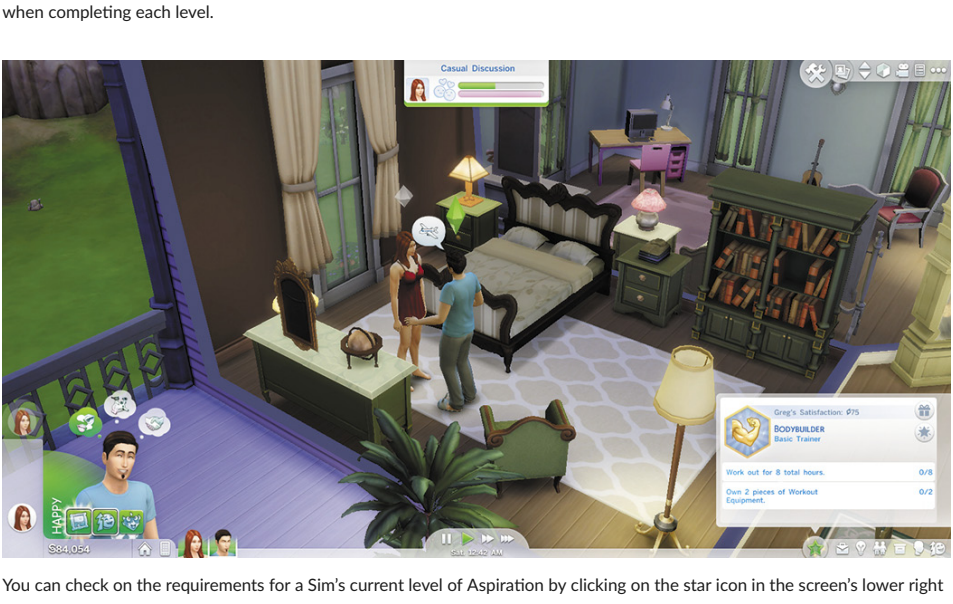
Each lot comes with a mailbox. In fact, even empty lots have a mailbox. You can't delete the mailbox. (That would be a federal offense!) The mailbox is there to stay. So why do you need a mailbox? At times you order items that can be delivered to your mailbox. However, the main purpose of the mailbox is to deliver bills. You receive a notification when bills arrive. Also, the flag on the mailbox will be up to let you know to check the mail. During Live Mode, click on the mailbox to pay your bills. The amount you must pay in bills is based on the total amount of what you own. Therefore, when you first start out, your bills may not be that high. However, as you buy things and upgrade your home, the bills will go up. You have 48 hours to pay your bills. At 24 hours, you get a warning. If you still don't pay, then when the time is up, the Landgraab Power Company turns off your electricity. Your lights go out and you can't use any electronic devices such as computers, TVs, or video games.

Your Sims can also send things in the mail such as minerals, which you can send to the Geo Council for money

Living the Sim Life

Aspirations

Aspirations help guide Sims over the long term. While each Sim is given an Aspiration during the creation process, it can be changed during the Sim's life—whether the current Aspiration has been completed or not. Each Aspiration consists of four levels. Two to three requirements must be completed at each level to advance to the next. Once a Sim has completed all four levels of the Aspiration, they earn a trait as a reward—one that can be gained in no other way. You also earn Satisfaction Points when completing each level.


Casual Discussion
Greg's Satisfaction
BODYBUILDER
Basic Trainer
Work out for 8 total hours. 0/8
Own 2 pieces of Workout Equipment. 0/2

You can check on the requirements for a Sim's current level of Aspiration by clicking on the star icon in the screen's lower right corner to open up the Aspiration window. This checklist helps keep you focused on what Sims should be working on.

Sometimes as you are playing with Sims, you decide that you want to go in a different direction than when you created them and gave them an Aspiration. Not to worry. Open up the Aspiration window down at the screen's bottom right and click on the Select New Aspiration button. This opens a menu where you can not only choose a different Aspiration, but view the requirements of each. As your Sims live their lives, they may complete requirements for Aspirations they have not yet selected. Therefore, when choosing a new Aspiration, go through them all to see those for which your Sims already have a head start. If you select a new Aspiration and you've already completed some levels, you get the Satisfaction Points for those levels right away. Let's take a look at all of the Aspirations, their requirements, and their rewards.

Tip

When choosing a career, be sure to consider the Aspirations of your Sims. Several careers and Aspirations go hand-in-hand, and you can develop both at the same time. On the other hand, once you enter a career, consider changing your Sim's Aspiration to something more appropriate for that career.

Athletic Category

Bonus Trait: High Metabolism—It is easier to stay fit and trim when you have High Metabolism.

Bodybuilder

Rewards Trait: Long Lived—Long Lived lets Sims live longer lives, barring any accidents.

Basic Trainer

- Work out for 8 total hours.
- Own 2 pieces of workout equipment.

Exercise Demon

- Go jogging for 10 total hours.
- Push the limits for 1 hour while energized.
- Work out at 3 different lots.

Fit to a T

- Show off for 15 Sims.
- Reach level 6 Fitness skill.
- Spend 50 hours exercising.

Bodybuilder

- Mentor 15 Sims in Fitness at the gym.
- Achieve level 10 Fitness skill.
- Reach Sims maximum body potential.

Creativity Category

Bonus Trait: Muser—Musers get better boosts to their skills when they're inspired.

Painter Extraordinaire

Rewards Trait: Expressionistic—Expressionistic Sims have captured the essence of feeling, and can create highly emotional works of art regardless of their actual mood!

Ill at Easel

- Start 3 paintings while Inspired.
- Paint for 5 hours.

Fine Artist

- Reach level 5 Painting skill.
- Sell 10 paintings to collectors or art galleries.
- Complete 3 emotional paintings.

Brushing with Greatness

- View or admire 30 paintings.
- Complete 10 excellent paintings.
- Have 25 paintings on display.

Painter Extraordinaire

- Achieve level 10 Painting skill.
- Complete 5 masterpieces.
- Have sold §1,000 worth of art to Collectors or Art Gallery.

Bestselling Author

Rewards Trait: Poetic—Poetic Sims can capture life itself in a book, and wield it to bring back someone they've lost.

Fledge-linguist

- Write 2 books.
- Beat writer's block.

Competent Wordsmith

- Write for 3 straight hours while Inspired.
- Have written for 15 total hours.
- Write 5 good books.

Novelest Novelist

- Reach level 7 Writing skill.
- Publish 10 books.
- Write 3 excellent books.

Bestselling Author

- Achieve level 10 Writing skill.
- Complete 5 bestsellers.
- Have earned §25,000 in royalties publishing books.

Musical Genius

Rewards Trait: Piper—Pipers know an arsenal of songs that have significant power over others.

Tone Deaf

- Practice music for 6 hours.
- Listen to music for 4 hours.

Fine Tuned

- Achieve level 6 skill in an instrument.
- Earn §100 playing for tips.
- Serenade a Sim while Flirty.

Harmonious

- Achieve level 8 skill in an instrument.
- Write 4 songs.
- Earn §1000 from licensed songs.

Musical Genius

- Reach level 10 skill in an instrument.
- Have spent 100 hours playing musical instruments.
- Mentor others in music for 15 hours.

Deviance Category

Bonus Trait: Dastardly—Dastardly Sims perform stronger and more successful mean interactions.

Public Enemy

Rewards Trait: Mastermind—Masterminds know just the right things to say to cause anger, sadness, and jealousy in their opponents.

Mostly Harmless

- Perform 25 mean or mischievous interactions.
- Be disliked by 3 Sims.

Neighborhood Nuisance

- Be disliked by 10 Sims.
- Insult 10 Sims.
- Be despised by 2 neighbors.

Criminal Mind

- Become an adult.
- Reach level 4 Criminal career.
- Get into 10 fights while angry.

Public Enemy

- Pickpocket 20 Sims.
- Reach level 8 Criminal career.
- Have declared 5 enemies.

Chief of Mischief

Rewards Trait: Tormentor—Tormentors can sabotage almost anything, be it an object or another Sim's best efforts.

Mostly Harmless

- Perform 25 mean or mischievous interactions.
- Be disliked by 3 Sims.

Artful Trickster

- Perform voodoo 5 times.
- Perform 5 mischievous interactions while Playful.
- Achieve level 5 Mischief skill.

Professional Prankster

- Pull 10 pranks.
- Try hacking 3 times.
- Reach level 8 Mischief skill.

Chief of Mischief

- Clog drains at 5 different homes.
- Hack successfully 10 times.
- Achieve level 10 Mischief skill.

Family Category

Bonus Trait: Domestic—Domestic Sims will see their familial relationships grow stronger and faster.

Successful Lineage

Rewards Trait: Vicarious—By being Vicarious, your children's skill gains can contribute to your own.

Readily a Parent

- Become an adult.
- Spend §1,000 on kid's stuff.

Caregiver

- Read to a child for 3 total hours.
- Become a parent.
- Socialize with your child 20 times.

Trusted Mentor

- Help a child with homework 3 times.
- Have a child earn an A in high school.
- Have a child max any skill.

Successful Lineage

- Mentor your child 10 times.
- Have a child complete an Aspiration.
- Have a child or grandchild reach the top of a career.

Big Happy Family

Rewards Trait: Patriarch—Patriarchs provide skill boosts whenever they are around their children.

Readily a Parent

- Become an adult.
- Spend §1,000 on kid's stuff.

Caregiver

- Read to a child for 3 total hours.
- Become a parent.
- Socialize with your child 20 times.

Loving Guardian

- Be a parent to a child with 5 friends.
- Be friends with 3 of your children.
- Adopt a child.

Big Happy Family

- Have a child get married.
- Have 4 grandchildren.
- Become good friends with 4 children or grandchildren.

Food Category

Bonus Trait: Essence of Flavor—Sims with the Essence of Flavor make higher quality food and drink.

Master Chef

Rewards Trait: Fresh Chef—Fresh Chefs always make the highest quality food, and it never spoils!

Aluminum Chef

- Cook 5 Excellent meals.
- Make 5 large orders of grilled cheese.

Captain Cook

- Achieve level 5 Cooking skill.
- Cook 10 meals while Inspired.
- Earn Silver at a Dinner Party event.

Culinary Artist

- Become an adult.
- Reach level 5 in Culinary career.
- Create 8 types of Excellent food.

Master Chef

- Cook 20 Excellent large meals.
- Reach level 5 Gourmet Cooking skill.
- Cook 5 gourmet dishes at a single event.

Master Mixologist

Rewards Trait: Potion Master—Potion Masters can mix potent drinks which can sway the drinker's emotions.

Bar Tenderfoot

- Mix 20 drinks.
- Own a bar and 2 barstools.

Electric Mixer

- Reach level 5 Mixology skill.
- Mix 10 drinks at a single social event.
- Mix 3 different excellent drinks.

Beverage Boss

- Become an adult.
- Join the Mixology branch of the Culinary career.
- Reach level 7 in Mixology skill.

Master Mixologist

- Reach level 10 in Mixology skill.
- Mix 10 Excellent drinks while inspired.
- Create 10 types of Excellent drinks.

Fortune Category

Bonus Trait: Business Savvy—Business Savvy Sims earn more than the standard rate from careers.

Fabulously Wealthy

Rewards Trait: Shrewd—Shrewd Sims receive a direct deposit each week based on their household funds.

Going for Not Broke

- Have earned §10,000.
- Have §10,000 in reserve.

Learning Earning

- Become an adult.
- Reach level 5 in any career.
- Have §25,000 in reserve.

Well-off

- Have earned §75,000.
- Reach level 8 of any career.

Fabulously Wealthy

- Have earned §200,000.
- Have §100,000 in reserve.

Mansion Baron

Rewards Trait: Thrifty—Thrifty Sims receive a 10% rebate on all Build Mode purchases made each week. Rebates will be directly applied to the household funds.

Estate of the Art

- Have a home worth §50,000.
- Own 15 pieces of art.

The Great Landscaper

- Have a home worth §100,000.
- Purchase §5,000 worth of Landscaping.

Home Renovator

- Have a home worth §200,000.
- Own 30 windows.

Mansion Baron

- Have a home worth §350,000.
- Purchase 20 columns.

Knowledge Category

Bonus Trait: Quick Learner—Quick Learners build all skills a little bit faster.

Renaissance Sim

Rewards Trait: Professorial—Professorial Sims can write helpful manuals about any skill they're well-versed in.

Prudent Student

- Finish reading 3 books.
- Achieve level 4 Logic skill.

Jack of Some Trades

- Become an adult.
- Reach level 4 in 4 skills.
- Reach level 2 in 3 careers.

Pantologist

- Reach level 5 in 5 skills.
- Reach level 4 in 2 careers.

Renaissance Sim

- Reach level 8 in 6 skills.
- Reach level 6 in 3 careers.

Computer Whiz

Rewards Trait: Webmaster—Webmasters get the most out of their computers, unlocking extremely useful ways to use them.

With the Program

- Practice programming for 10 total hours.
- §3,000 worth of electronics.

Technically Adept

- Maintain focus for 2 straight hours of video gaming.
- Achieve level 5 Programming skill.

Computer Geek

- Become an adult.
- Reach level 2 of the Tech Guru career.
- Make 3 video games or apps.

Computer Whiz

- Reach level 5 of the Tech Guru career.
- Have earned §5,000 from livestreaming or gaming tournaments.
- Have spent 100 hours on the computer.

Nerd Brain

Rewards Trait: Handy—Handy Sims can instantly fix and upgrade any object.

Prudent Student

- Finish reading 3 books.
- Achieve level 4 Logic skill.

Erudite

- Win 5 games of chess.
- Finish reading 8 books.
- Achieve level 6 Logic skill.

Rocket Scientist

- Reach level 3 Rocket Science skill.
- Launch or upgrade a rocket 5 times.
- Own a rocketship.

Nerd Brain</p>

- Achieve level 10 Logic skill.
- Finish reading 15 books.
- Fix or upgrade 15 objects.

Love Category

Bonus Trait: Alluring—Alluring Sims are more successful at romance than others.

Serial Romantic

Rewards Trait: Player—Players will never cause other Sims to get jealous, no matter what they do.

Amore Amateur

- Initiate 10 successful kisses.
- Go on 2 dates.

Up to Date

- Reach level 5 Charisma skill.
- Earn Bronze on 3 dates.
- Break up with 2 Sims.

Romance Juggler

- Reach level 8 Charisma skill.
- Have a strong romantic relationship with 3 Sims at once.
- Kiss 10 Sims.

Serial Romantic

- Reach level 10 Charisma skill.
- Earn Gold on 5 dates.
- Have a strong romantic relationship with 5 Sims at once.

Soulmate

Rewards Trait: Companion—Sims with a Companion have special interactions with their spouse that help ease the trials of life.

Amore Amateur

- Initiate 10 successful kisses.
- Go on 2 dates.

Marriage Material

- Become an adult.
- Be married to your BFF.

Love Handler

- Earn Silver on 2 dates with your spouse.
- Achieve Soulmate relationship with your spouse.
- Apologize to your spouse while angry.

Soulmate

- Perform 200 romantic gestures with your spouse as Soulmates.
- Earn Gold on 3 dates with your spouse.

Nature Category

Bonus Trait: Collector—Collectors can find rare collectibles more often!

Freelance Botanist

Rewards Trait: Naturalist—Sims that are Naturalists don't need to fear fire; it won't touch them, and they can extinguish it with ease.

Naturewalker

- Plant something 10 times.
- Weed or water 10 plants.

Garden Variety

- Achieve level 5 Gardening skill.
- Evolve 10 different plants.
- Harvest from 20 different plants.

Nature Nurturer

- Achieve level 8 Gardening skill.
- Graft onto 10 plants.
- Fertilize 10 different plants.

Freelance Botanist

- Achieve level 10 in Gardening skill.
- Have 10 happy plants at once.
- Evolve 10 excellent plants.

Angling Ace

Rewards Trait: Angler's Tranquility—Sims with Angler's Tranquility will find that all of their problems seem to melt away while they are fishing.

Fish out of Water

- Catch 10 fish.
- Fish at 4 different locations.

Hooked

- Fish for 10 total hours.
- Catch 20 fish.
- Reach level 4 Fishing skill.

Reel Smart

- Mount or bowl 15 fish.
- Make 6 great catches.
- Reach level 7 Fishing skill.

Angling Ace

- Catch 20 fish using bait.
- Have fished for 100 hours.
- Reach level 10 Fishing skill.

The Curator

Rewards Trait: Appraiser—Appraisers can sell their collectibles for extra money.

Out and About

- Collect 10 different collectibles.

Gatherer

- Collect 8 crystals.
- Collect 8 frogs.
- Collect 4 fossils.

Treasure Hunter

- Send 10 items to the Geological Council.
- Breed 10 frogs.
- Collect 10 elements.

The Curator

- Find 5 MySims figurines.
- Collect 50 collectibles.
- Complete a collection.

Popularity Category

Bonus Trait: Gregarious—Gregarious Sims build friendly relationships faster.

Joke Star

Rewards Trait: Hilarious—Hilarious Sims can never go wrong with a joke, and have a few extra-special ones up their sleeve.

New in Town

- Introduce self to 10 Sims.
- Make 5 friends.

Stand-up Start-up

- Perform 20 successful funny interactions.
- Spend 10 hours writing jokes.
- Own a microphone.

Funny Businessman

- Have earned §2,500 from comedy routines.
- Write 5 comedy routines.
- Reach level 5 Comedy skill.

Joke Star

- Perform 100 funny interactions.
- Perform 20 comedy routines.
- Reach level 10 Comedy skill.

Friend of the World

Rewards Trait: Beloved—Everyone remembers a Beloved Sim! Their relationships never fade.

New in Town

- Introduce self to 10 Sims.
- Make 5 friends.

Well Liked

- Make a BFF.
- Meet someone new in 5 different locations.
- Be friends with 2 neighbors.

Super Friend

- Have 12 friends.
- Have 5 good friends.
- Achieve level 6 Charisma skill.

Friend of the World

- Have a friendly relationship with 25 Sims.
- Have 5 BFFs.
- Reach level 8 Charisma skill.

Party Animal

Rewards Trait: Perfect Host—Perfect Hosts get a boost to the score of any social event they throw.

New in Town

- Introduce self to 10 Sims.
- Make 5 friends.

Welcoming Host

- Throw 5 parties.
- Earn Silver on 3 social events.

Sir Gala Had

- Earn Silver on 3 thrown parties.
- Attend social events at 10 unique locations.

Party Animal

- Throw 15 social events.
- Attend 25 social events.
- Earn Gold on 3 thrown parties.

Children's Aspirations

Artistic Prodigy (Creativity)

Rewards Trait: Creatively Gifted—Creatively Gifted Sims build adult creative skills faster.

Active Imagination

- Have an activity table.
- Draw 3 pictures while Inspired.

Daydreamer

- Reach level 5 Creativity skill.
- Tell 10 stories.
- Daydream 2 times.

Artistic Prodigy

- Play instruments for 10 total hours.
- Draw all 5 picture types on the activity table.
- Achieve level 10 Creativity skill.

Whiz Kid

Rewards Trait: Mentally Gifted—Mentally Gifted Sims build adult mental skills faster.

Precocious

- Win 5 games of chess.
- Be read to by an adult for 3 hours.

Junior Scientist

- Reach level 5 Mental skill.
- Read 3 books on your own.
- Finish homework 2 times while Focused.

Whiz Kid

- Achieve a grade of A at school.
- Craft 5 emotion potions.
- Achieve level 10 Mental skill.

Rambunctious Scamp

Rewards Trait: Physically Gifted—Physically Gifted Sims build adult physical skills faster.

Energetic

- Play on a jungle gym while Playful.
- Dance for 2 hours.

Agile Developer

- Reach level 5 Motor skill.
- Play video games for 10 total hours.
- Practice typing 3 times.

Rambunctious Scamp

- Make it across the monkey bars 10 times.
- Earn a high score on the typing game.
- Achieve level 10 Motor skill.

Social Butterfly

Rewards Trait: Socially Gifted—Socially Gifted Sims build adult social skills faster.

It is important for children to achieve at least one Aspiration before they age up. The rewards really help them out as teens and adults because they can build different types of skills faster.

Chatterbox

- Make a friend.
- Meet 10 new people.

Popular Kid

- Reach level 5 Social skill.
- Do 20 successful funny interactions.
- Make a BFF.

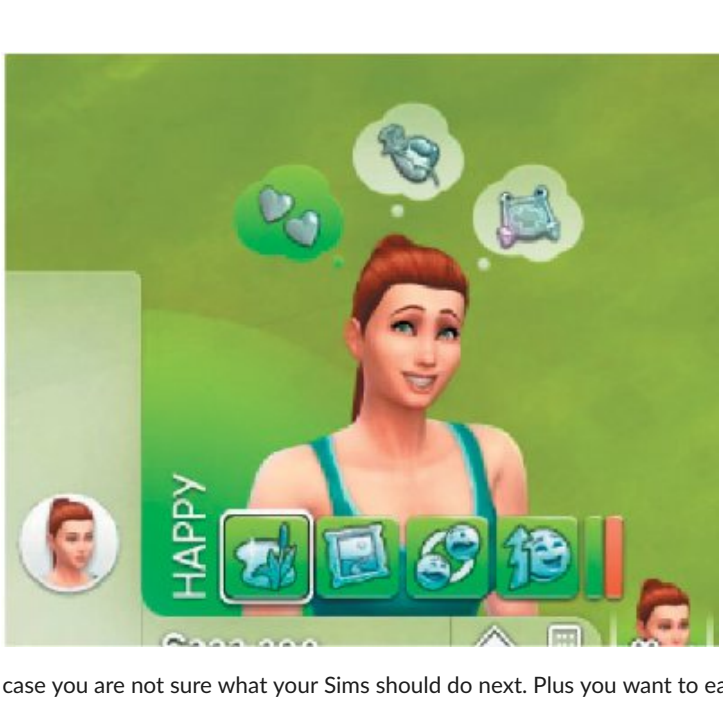
Social Butterfly

- Be friends with 5 other children.
- Be friends with 3 adults.
- Achieve level 10 Social skill.

Living the Sim Life

Whims

Whims have replaced wishes in *The Sims 4*. Each Sim can have up to three whims at one time. As Sims complete whims, they earn Satisfaction Points that can be spent on potions and traits. Whims also help guide Sims to develop their skills and careers. Be sure to check out which whims are available to your Sims and complete them as possible.



Whims are a great guide in case you are not sure what your Sims should do next. Plus you want to earn as many Satisfaction Points as possible so you can spend them on your Sims.

Tip

If there is a whim you don't want to complete right away, or would be difficult for your Sim to do, click on it and delete it. Soon you'll receive another whim—hopefully one that's is easier to achieve and score some Satisfaction Points.

There are more than 450 whims in the game. Not all are available to all Sims at all times. Some are based on careers, traits, or skills. Therefore, the whims below have been organized as to how they are available.

General Whims

These whims are available to all Sims. Some, such as the buy whims, only appear if you do not already have that object.

General Whims

Name	Satisfaction Points
Be Mean to Someone	25
Buy a Chair	25
Call Someone	25
Chat with Someone	25
Clean Something	25
Flirt with Someone	25
Have a Drink	25
Play an Instrument	25
Read a Book	25
Tell a Joke	25
Tell a Story	25
Watch TV	25
Buy a Bed	50
Buy a Computer	50
Buy a Fridge	50
Buy a Shower	50
Buy a Toilet	50
Buy a Tub	50
Buy a TV	50
Buy an Oven	50
Eat an Outstanding Meal	50
Get into a Fight	50
Get into the Confident Emotion	50
Get into the Energized Emotion	50
Get into the Flirty Emotion	50
Get into the Focused Emotion	50
Get into the Happy Emotion	50
Get into the Inspired Emotion	50
Get into the Playful Emotion	50
Hug Someone	50
Join a New Career	50
Make a New Friend	50
Make an Enemy	50
Meet Someone New	50
Ask Someone to Go Steady	75
Kiss Someone	75
Level up Bartending Skill	75
Level up Charisma Skill	75
Level up Comedy Skill	75
Level up Cooking Skill	75
Level up Fitness Skill	75
Level up Gardening Skill	75
Level up Guitar Skill	75
Level up Handiness Skill	75
Level up Logic Skill	75
Level up Mischief Skill	75
Level up Painting Skill	75
Level up Piano Skill	75
Level up Programming Skill	75
Level up Rocket Science Skill	75
Level up Video Games Skill	75
Level up Violin Skill	75
Level up Writing Skill	75
Buy Something Worth More Than §500	100
Get a Promotion	100
WooHoo with Someone	100

Career Whims

These whims are only available if your Sim is currently in the specific career.

Career Whims

Career	Name	Satisfaction Points
Astronaut	Talk about Space	10
Astronaut	Identify a Constellation	25
Astronaut	Buy a Rocket	50
Astronaut	Track a Satellite	50
Criminal	Pickpocket Someone	25
Criminal	Threaten Someone	25
Culinary	Watch a Culinary Training Video	25
Culinary	Write a Barguide	100
Culinary	Write a Cookbook	100
Entertainer	Perform an Imitation	25
Entertainer	Try out Comedy Material	25
Entertainer	Write a Jingle	50
Secret Agent	Do Intelligence Research	10
Secret Agent	Investigate Someone	25
Secret Agent	Perform a Background Check on Someone	25
Secret Agent	Perform the Secret Handshake	50
Secret Agent	Browse Intelligence	10
Tech Guru	Livestream a Game	50
Tech Guru	Make <x> Fans Livestreaming	100
Tech Guru	Make <x> Simoleons Livestreaming	100
Writer	Interview Someone	25
Writer	Rummage for Information	25
Writer	Write an Article about Someone	50

Skill Whims

Your Sims must have specific skills to access these whims.

Skill Whims

Skill	Name	Satisfaction Points
Bartending	Talk About Drink Making	10
Bartending	Mix a Bridgeport	25
Bartending	Mix Dim and Gusty	25
Bartending	Mix a Drink	25
Bartending	Mix Salty Llama	25
Bartending	Mix a Tart and Tonic	25
Bartending	Mix a Wrench	25
Bartending	Practice Bar Tricks	25
Bartending	Share Bar Secrets	25
Bartending	Mix Granny Smash	50
Bartending	Mix Metropolitan	50
Bartending	Mix an Outstanding Drink	50
Bartending	Mix Sour Punch	50
Bartending	Mix Sea Splash	50
Bartending	Mix Silent Film	50
Bartending	Mix Sunset Valley	50
Bartending	Mix 3 Drinks	50
Charisma	Compliment Someone	10
Charisma	Donate to Charity	25
Charisma	Make 10 Online Followers	25
Charisma	Practice Speaking	25
Charisma	Use a Social Network	25
Charisma	Watch Romance Channel	25
Charisma	Flatter Someone	25
Charisma	Practice Speaking for 4 Hours	50
Charisma	Make 50 Online Followers	75
Comedy	Tell Jokes at the Microphone	10
Comedy	Tell a Successful Joke	10
Comedy	Compose a Comedy Routine	25
Comedy	Perform a Comedy Routine	25
Comedy	Practice a Comedy Routine	25
Comedy	Refine a Comedy Routine	25
Comedy	Watch Comedy on TV	25
Comedy	Write Jokes	25
Comedy	Buy a Microphone Stand	50
Comedy	Compose a Long Comedy Routine	50
Comedy	Compose a Medium Comedy Routine	50
Comedy	Earn 100 Simoleons Performing Comedy	50
Comedy	Write Jokes for 4 Hours	50
Comedy	Improvise a Comedy Routine	75
Cooking	Talk about Cooking	10
Cooking	Prepare Butternut Gnocchi	25
Cooking	Prepare a Caprese Salad	25
Cooking	Prepare Chicken Saltimbocca	25
Cooking	Prepare Chili	25
Cooking	Bake Chocolate Chip Cookies	25
Cooking	Prepare French Toast	25
Cooking	Prepare Garlic Noodles	25
Cooking	Cook a Large Gourmet Meal	25
Cooking	Cook a Meal	25
Cooking	Prepare an Omelet	25
Cooking	Prepare Pancakes	25
Cooking	Prepare Pasta Primavera	25
Cooking	Prepare Spaghetti	25
Cooking	Garnish a Dish	25
Cooking	Watching Cooking Show	25
Cooking	Give Someone Cooking Tips	25
Cooking	Bake Apple Pie	50
Cooking	Prepare Baked Alaska	50
Cooking	Prepare Simcity Cheesecake	50
Cooking	Cook a Gourmet Meal	50
Cooking	Cook a Large Meal	50
Cooking	Prepare Herb Crusted Salmon	50
Cooking	Prepare Lobster Thermidor	50
Cooking	Prepare Lobster Tortellini	50
Cooking	Prepare a Monte Cristo Sandwich	50
Cooking	Cook an Outstanding Gourmet Meal	50
Cooking	Cook an Outstanding Meal	50
Cooking	Prepare Prosciutto Wrapped Asparagus	50
Cooking	Prepare a Rack of Lamb	50
Cooking	Prepare Roast Chicken	50
Cooking	Prepare Spinach Frittata	50
Cooking	Prepare Chicken Stirfry	50
Cooking	Prepare Trout Meuniere	50
Cooking	Prepare a Tuna Casserole	50
Fitness	Discuss Workout Techniques	10
Fitness	Drink a Protein Shake	25
Fitness	Research Workout Tips	25
Fitness	Use a Punching Bag	25
Fitness	Use a Treadmill	25
Fitness	Use a Workout Machine	25
Fitness	Discuss Workout Techniques at Gym	25
Fitness	Buy a Punching Bag	50
Fitness	Buy a Treadmill	50
Fitness	Buy a Workout Machine	50
Fitness	Make a Protein Shake	50
Fitness	Have a Good Workout	50
Fitness	Use the Punching Bag at the Gym	50
Fitness	Use the Treadmill at the Gym	50
Fitness	Use the Workout Machine at the Gym	50
Fitness	Workout Until Tired	75
Fitness	Use the Punching Bag for 4 Hours	75
Fitness	Use the Treadmill for 4 Hours	75
Fitness	Use the Workout Machine for 4 Hours	75
Fitness	Workout While Energized	75
Fitness	Mentor Someone in Fitness	75
Gardening	Water a Plant	10
Gardening	Talk about Plants	10
Gardening	Fertilize a Plant	25
Gardening	Harvest a Plant	25
Gardening	Plant a Bush	25
Gardening	Plant Flowers	25
Gardening	Plant a Tree	25
Gardening	Spray a Plant	25
Gardening	Talk to a Plant	25
Gardening	Trim Bonsai Tree	25
Gardening	Weed a Plant	25
Gardening	Buy a Bonsai Tree	50
Gardening	Feed a Cowplant	50
Gardening	Revive a Dead Plant	50
Gardening	Mentor Someone in Gardening	50
Gardening	Graft Plants	75
Guitar	Play the Guitar	10
Guitar	Discuss Guitar Playing	10
Guitar	Play Ballad on the Guitar	25
Guitar	Play Blues Music on the Guitar	25
Guitar	Play County Music on the Guitar	25
Guitar	Play the Guitar for Tips	25
Guitar	Play Rock Music on the Guitar	25
Guitar	Buy a Guitar	50
Guitar	Write a Guitar Song	50
Guitar	License a Guitar Song	50
Guitar	Play Avant Garde Music on the Guitar	50
Guitar	Play Classical Music on the Guitar	50
Guitar	Play the Guitar for <x> in Tips	50
Guitar	Jam on the Guitar	50
Guitar	Play Jazz Music on the Guitar	50
Guitar	Play Latin Music on the Guitar	50
Guitar	Serenade Someone on a Guitar	50
Guitar	Sell a Guitar Song	50
Guitar	Sell or License <x> in Guitar Songs	75
Guitar	Mentor Someone on Guitar	75
Guitar	Write a Guitar Song	100
Handiness	Craft a Sculpture	25
Handiness	Practice Woodworking	25
Handiness	Repair an Object	25
Handiness	Salvage Parts	25
Handiness	Buy a Woodworking Bench	50
Handiness	Craft a Chair	50
Handiness	Craft an End Table	50
Handiness	Craft a Piece of Furniture	50
Handiness	Give an Object an Advanced Upgrade	50
Handiness	Upgrade an Object	50
Handiness	Craft a Tub	75
Handiness	Repair 3 Objects	75
Handiness	Mentor Someone in Handiness	75
Handiness	Craft an Instrument	100
Handiness	Craft a Toilet	100
Logic	Discuss Logic	10
Logic	Buy a Game Table	25
Logic	Buy a Chessboard	25
Logic	Analyze a Microscope Sample	25
Logic	Play Card Game	25
Logic	Play Chess	25
Logic	Stargaze	25
Logic	Take Samples for Microscope	25
Logic	Buy a Microscope	50
Logic	Buy an Observatory	50
Logic	Play Card Games for 4 Hours	50
Logic	Play Chess for 4 Hours	50
Logic	Search for the Truth	50
Logic	Observe a Chess Game	50
Logic	Win Card Game	50
Logic	Win Chess Game	50
Mischief	Be Mischievous	10
Mischief	Buy a Voodoo Doll	25
Mischief	Make a Prank Call	25
Mischief	Kick a Trash Can	25
Mischief	Send a Chain Letter	25
Mischief	Spy on Neighbors	25
Mischief	Troll Web Forums	25
Mischief	Use a Voodoo Doll	25
Mischief	Prank Someone with a Noxious Cloud	25
Mischief	Scare Someone	25
Mischief	Play Hooky	50
Mischief	Prank an Object	50
Mischief	Prank Someone with a Hand Buzzer	50
Mischief	Prank Someone with an Air Horn	75
Painting	Discuss Color Theory	10
Painting	Finish a Painting	25
Painting	Paint a Classical Painting	25
Painting	Paint a Pop Art Painting	25
Painting	Paint on Easel	25
Painting	Sell a Painting	25
Painting	Create an Outstanding Painting	50
Painting	Paint an Abstract Painting	50
Painting	Paint a Large Painting	50
Painting	Paint a Realistic Painting	50
Painting	Sell a Painting for More Than <x>	50
Painting	Paint a Masterpiece	75
Painting	Paint an Impressionist Painting	75
Painting	Paint a Surreal Painting	75
Painting	Mentor Someone in Painting	75
Painting	Sell 3 Paintings	100
Piano	Play the Piano	10
Piano	Discuss Piano Music	10
Piano	Play Blues Music on the Piano	25
Piano	Play Folk Music on the Piano	25
Piano	Play the Piano for Tips	25
Piano	Play Postpop Music on the Piano	25
Piano	Play Romantic Music on the Piano	25
Piano	Serenade Someone on a Piano	25
Piano	Buy a Piano	50
Piano	Write a Piano Song	50
Piano	License a Piano Song	50
Piano	Play Avant Garde Music on the Piano	50
Piano	Play Classical Music on the Piano	50
Piano	Play a Piano Concerto	50
Piano	Play the Piano for <x> in Tips	50
Piano	Play Latin Tango Music on the Piano	50
Piano	Play Ragtime Music on the Piano	50
Piano	Sell a Piano Song	50
Piano	Sell or License <x> in Piano Songs	75
Piano	Mentor Someone on Piano	75
Piano	Write a Piano Song	100
Programming	Practice Coding	10
Programming	Try to Hack Something	25
Programming	Play a Modded Game	25
Programming	Start a New Mobile App	25
Programming	Create a Computer Virus	50
Programming	Create a Game Mod	50
Programming	Create a Plug-in	50
Programming	Hack School Grades	50
Programming	Hack Something Successfully	50
Programming	Practice Coding for <x> Hours	50
Programming	Earn <x> Simoleons Programming	50
Programming	Start Making a Computer Game	50
Programming	Complete a Freelance Programming Job	75
Programming	Complete a Mobile App	75
Programming	Sell <x> Mobile Apps	75
Programming	Complete a Mobile App	100
Rocket Science	Go on a Rocketship Mission	25
Rocket Science	Join the Astronaut Career	50
Rocket Science	End a Rocket Mission Safely	50
Rocket Science	Upgrade Rocket with Fuel Tank	50
Rocket Science	Upgrade Rocket with Ramscoop	50
Rocket Science	Upgrade Rocket with Stablizers	50
Rocket Science	Upgrade Rocket with Thrusters	50
Rocket Science	Work on Rocket for 5 Hours	50
Rocket Science	Workout In Space	50
Rocket Science	Upgrade Rocket with Landing Computer	75
Rocket Science	Zero-G WooHoo	75
Rocket Science	Upgrade Rocket with Defense System	100
Video Games	Play a Computer Game	10
Video Games	Play Video Games	10
Video Games	Enter a Gaming Tournament	25
Video Games	Play "Final Abyss"	25
Video Games	Play "Maria Sisters"	25
Video Games	Play "Refuge"	25
Video Games	Play "Road Rival Alpha"	25
Video Games	Play "Sims Forever"	25
Video Games	Play a Motion Game	25
Video Games	Play a Tablet Game	25
Video Games	Research Gaming Strategy	25
Video Games	Buy a Motion Gaming Rig	50
Video Games	Buy a New PC	50
Video Games	Place in a Gaming Tournament	50
Video Games	Play "Hillock II"	50
Video Games	Play Video Games for 5 Hours	50
Video Games	Watch a Gaming Livestream	50
Video Games	Earn <x> from Gaming Tournaments	100
Video Games	Win a Gaming Tournament	100
Violin	Play the Violin	10
Violin	Discuss Violin Music	10
Violin	Play County Music on the Violin	25
Violin	Play the Violin for Tips	25
Violin	Play Rock Music on the Violin	25
Violin	Play Romantic Music on the Violin	25
Violin	Serenade Someone on a Violin	25
Violin	Play Simple Classical Music on the Violin	25
Violin	Buy a Violin	50
Violin	Write a Violin Song	50
Violin	License a Violin Song	50
Violin	Play Advanced Classical Music on the Violin	50
Violin	Play Avant Garde Music on the Violin	50
Violin	Play a Violin Concerto	50
Violin	Play Eastern Music on the Violin	50
Violin	Play the Violin for <x> in Tips	50
Violin	Play Jazz Music on the Violin	50
Violin	Sell a Violin Song	50
Violin	Bring Someone to Tears with the Violin	50
Violin	Sell or License <x> in Violin Songs	75
Violin	Mentor Someone on Violin	75
Violin	Write a Violin Song	100
Writing	Practice Writing	10
Writing	Discuss Writing	10
Writing	Practice Writing	25
Writing	Write a Children's Book	25
Writing	Write a Short Story Book	25
Writing	Publish a Book	25
Writing	Start Writing a New Book	25
Writing	Write a Non-Fiction Book	50
Writing	Write a Poetry Book	50
Writing	Write an Outstanding Book	50
Writing	Make <x> Publishing Books	50
Writing	Mentor Someone in Writing	50
Writing	Write a Fantasy Book	75
Writing	Write a Romance Book	75
Writing	Write a Sci-Fi Book	75
Writing	Write a Screenplay	75
Writing	Write a Bestseller	100
Writing	Write a Biography	100
Writing	Write a Self-Help Book	100
Writing	Publish Three Books	100

Trait Whims

Only Sims with these specific traits have access to these whims.

Trait Whims

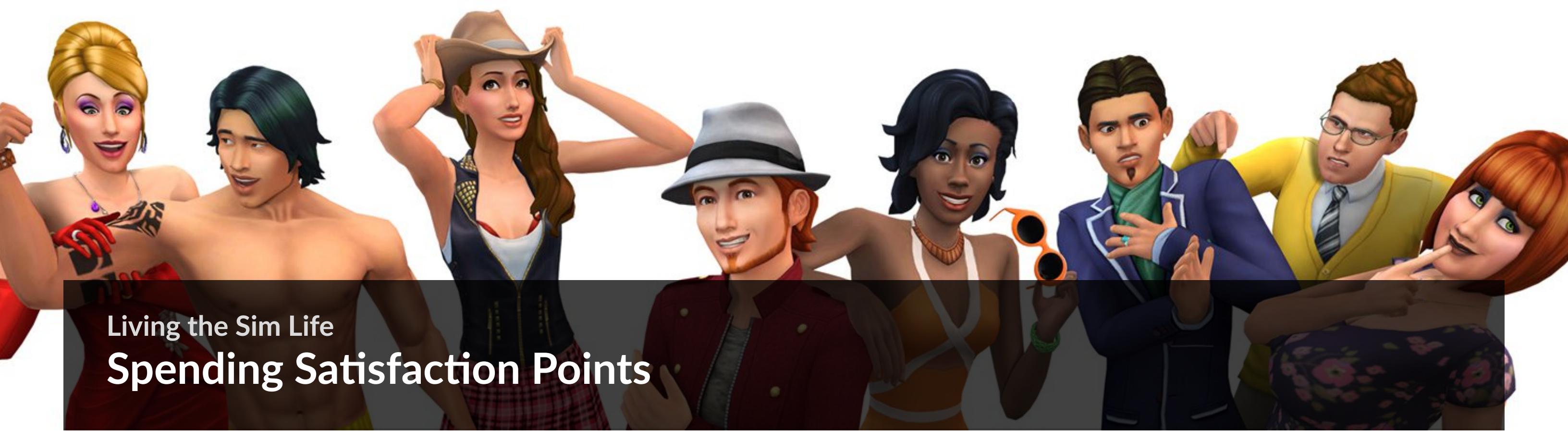
Trait	Name	Satisfaction Points
Art Lover	Talk About Art	10
Art Lover	Admire Art	25
Bookworm	Analyze a Book	25
Bro	Bro Hug Someone	10
Bro	Watch Sports on TV	25
Committment Issues	Break off Current Relationship	100
Creative	Share Creative Ideas	25
Foodie	Eat an Outstanding Meal	25
Genius	Share Ideas	10
Gloomy	Sigh at Someone	10
Hates Children	Be Mean to a Child	10
Lazy	Laze Around	10
Lazy	Take a Nap	25
Loner	Be Alone	25
Loves Outdoors	Do Something Outside	10
Loves Outdoors	Enthuse about Nature	10
Materialistic	Brag about Possessions	10
Materialistic	Admire Possessions	25
Music Lover	Discuss Favorite Band	10
Music Lover	Listen Deeply to Music	25
Neat	Clean the House	50
Never Nude	Discuss Cut-off Shorts	10
Perfectionist	Make Something Outstanding	50
Snob	Critique Something	25

Children Whims

Only Children Sims with these specific traits have access to these whims.

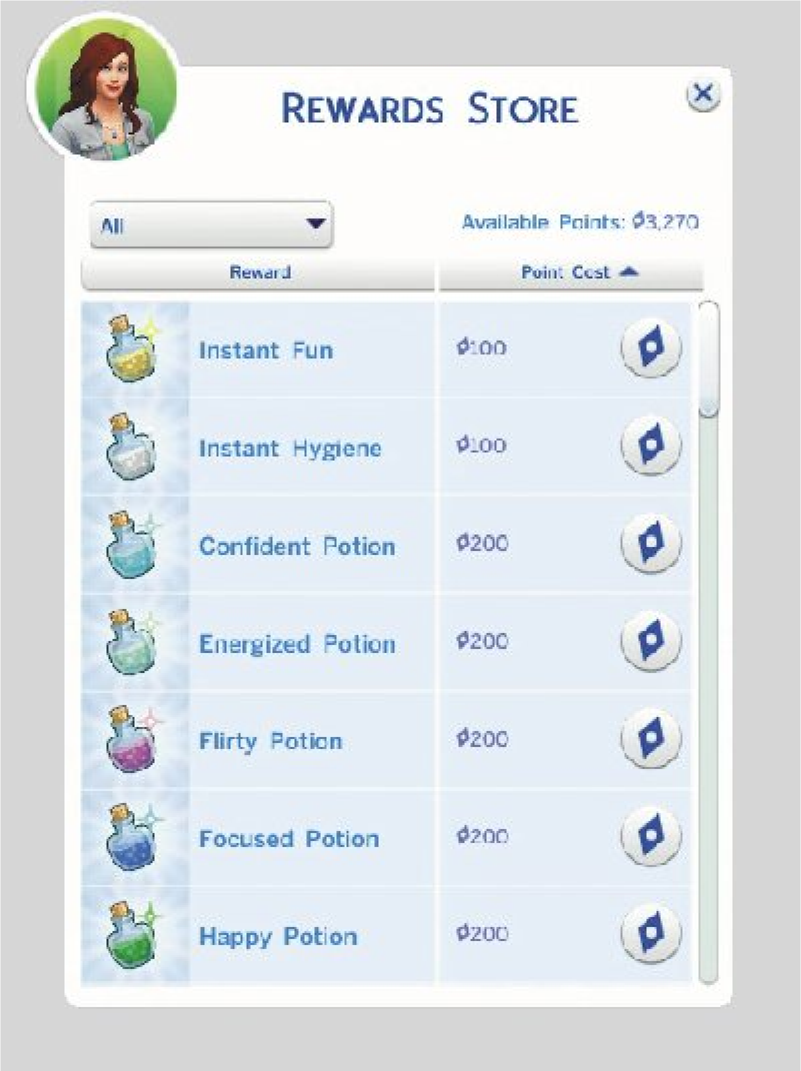
Children Whims

Trait	Name	Satisfaction Points
Creative	Play on the Pirate Ship	10
Creative	Play with the Dollhouse	10
Creative	Play with Toybox Toys	10
Creative	Tell a Silly Joke	10
Creative	Draw Something at the Activity Table	25
Creative	Write a Dollhouse Story	25
Creative	Finish Creative Writing Homework	25
Creative	Play Pirate Captain	25
Creative	Work on Creative Writing	25
Creative	Tell Make Believe Story	25
Creative	Level up Creativity Skill	25
Mental	Play Arithmetic Game	10
Mental	Play on the Space Ship	10
Mental	Talk About Fractions	10
Mental	Craft a Science Potion	25
Mental	Finish Math Homework	25
Mental	Play Space Captain	25
Mental	Do Research on Simpedia	25
Mental	Work on Math Homework	25
Mental	Attempt Mental Telepathy	25
Mental	Demonstrate Mental Skills	25
Mental	Level up Mental Skill	25
Motor	Play on the Monkey Bars	10
Motor	Play a Typing Game	10
Motor	Practice Typing	10
Motor	Ask for Typing Tips	10
Motor	Finish Activity Homework	25
Motor	Hang Out on the Monkey Bars	25
Motor	Play a Computer Game	25
Motor	Play a Motion Game	25
Motor	Work on Activity Homework	25
Motor	Level up Motor Skill	25
Social	Play with Emotion Doll	10
Social	Play with Giant Stuffed Animal	10
Social	Play with Teddy	10
Social	Recap the School Day	10
Social	Reference Pop Culture	10
Social	Finish Social Studies Homework	25
Social	Learn Idioms on the Computer	25
Social	Show off Emotion Doll	25
Social	Talk with Giant Stuffed Animal	25
Social	Watch SimTube	25
Social	Work on Social Studies Homework	25
Social	Impersonate Someone	25
Social	Level up Social Skill	25



Spending Satisfaction Points

Your Sims earn Satisfaction Points by completing whims and working toward their Aspirations. Once you accumulate enough, you can go to the Rewards Store and spend them on potions for one time use or traits that last a lifetime. To access the Rewards Store, open up the Aspirations window and then click on the button with the Gift icon to open the window where you can get the good stuff for your Sims.



REWARDS STORE

All

Available Points: §3,270

Reward	Point Cost
Instant Fun	§100
Instant Hygiene	§100
Confident Potion	§200
Energized Potion	§200
Flirty Potion	§200
Focused Potion	§200
Happy Potion	§200

Once you get enough Satisfaction Points, spend them at the Rewards Store. Some of the traits available are awesome and very useful.

Rewards Store

Item	Description	Cost (Satisfaction Points)
Potions		
Instant Fun	Instantly fills the Fun need	100
Instant Hygiene	Instantly fills the Hygiene need	100
Confident Potion	Drink this to temporarily make your Sim Confident	200
Energized Potion	Drink this to temporarily make your Sim Energized	200
Flirty Potion	Drink this to temporarily make your Sim Flirty	200
Focused Potion	Drink this to temporarily make your Sim Focused	200
Happy Potion	Drink this to temporarily make your Sim Happy	200
Inspiration Potion	Drink this to temporarily make your Sim Inspired	200
Sleep Replacement	Instantly fills the Energy need	400
Moodlet Solver	Instantly removes all negative moodlets from your Sim	500
Insta-Large	Drink this to become a bigger you	750
Insta-Lean	The most efficient diet beverage on the market	750
Potion of Youth	Drink this to turn back the clock on your Sim's current age	1500
Traits		
Always Welcome	Always Welcome Sims act more at home when at other's residences, and the hosts won't mind at all	500
Gym Rat	Gym Rats build Fun while exercising and don't lose Hygiene	500
Speed Cleaner	Speed Cleaners tidy up much faster	500
Mentor	Mentor other Sims in any skill the mentoring Sim has already started to develop.	1000
Morning Sim	Morning Sims build extra skill in the morning	1000
Night Owl	Night Owls build extra skill at night	1000
Speed Reader	Speed Readers read books faster than your average Sim	1000
Free Services	All single use service requests are free	1500
Marketable	Marketable Sims sell items they've crafted for more Simoleons	1500
Creative Visionary	Creative Visionaries have a higher chance of painting and writing masterworks	2000
Entrepreneurial	Entrepreneurial Sims are more likely to get promoted in their career	2000
Frugal	A Frugal Sim's household has reduced bills	2000
Independent	Independent Sim's Social need decays slower	2000
Observant	Observant Sims learn the traits of others just by meeting them	2000
Shameless	Shameless Sims will never get embarrassed	2000
Steel Bladder	Sims with a Steel Bladder rarely have to pay attention to their Bladder need	2000
Beguiling	Beguiling Sims can put anyone in a flirty mood with just one look	2500
Antiseptic	Antiseptic Sims' Hygiene need decays much slower	2500
Carefree	Carefree Sims will never get tense	3000
Connections	Sims with connections start all careers several levels ahead	3000
Fertile	Fertile Sims have an easier time when trying for a baby, and a higher chance of twins or triplets	3000
Great Kisser	Great Kissers have amazing success with kissing, and increase Charisma with every kiss	3000
Hardly Hungry	Some Sims just don't have much of an appetite	4000
Never Weary	Never Weary Sims do not need to sleep	4000
Professional Slacker	Professional Slackers have no fear of being demoted or fired	6000
Savant	Savants gain all skills much faster	6000
Super Green Thumb	Super Green Thumbs will find that the plants they garden have amazing vitality	6000

Tip

Potions are a quick way to take care of a need or to gain an emotion. However, it is a good idea to save up your Satisfaction Points and spend them on traits that will help you gain skills or achieve your Aspiration. For example Never Weary provides several more hours during the day for developing skills or doing other activities.